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NOVEMBER 1992
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26

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Streetfighter 2! Can Capcom's killer coin-op kick butt on the C64? The fists fly in our exclusive preview on p.10!

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POWERTESTED

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POPEYE 3
Hello sailor!

SUPER ALL-STARS
Hype for the best?

STUNTMAN SEYMOUR
The fall guy?

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Are there any faults?

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PLUS LOADS MORE...

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Your tape's been nabbed by an evil gang of international data smugglers and is already heading towards the Falkland Islands. See your Newsagent for a replacement right now!

2 DEMOS

Tape to disk

SMAARRT! Tape-to-disk offer on p.7!

CodeM● nary Zone ● Prisim Leisure ● Zeppelin ● Active Developments

EXCLUSIVE

Apex, the programmers of *Creatures 2*, reveal all about their new 64 game. Our brilliant new series details the way a game is made on p.54!

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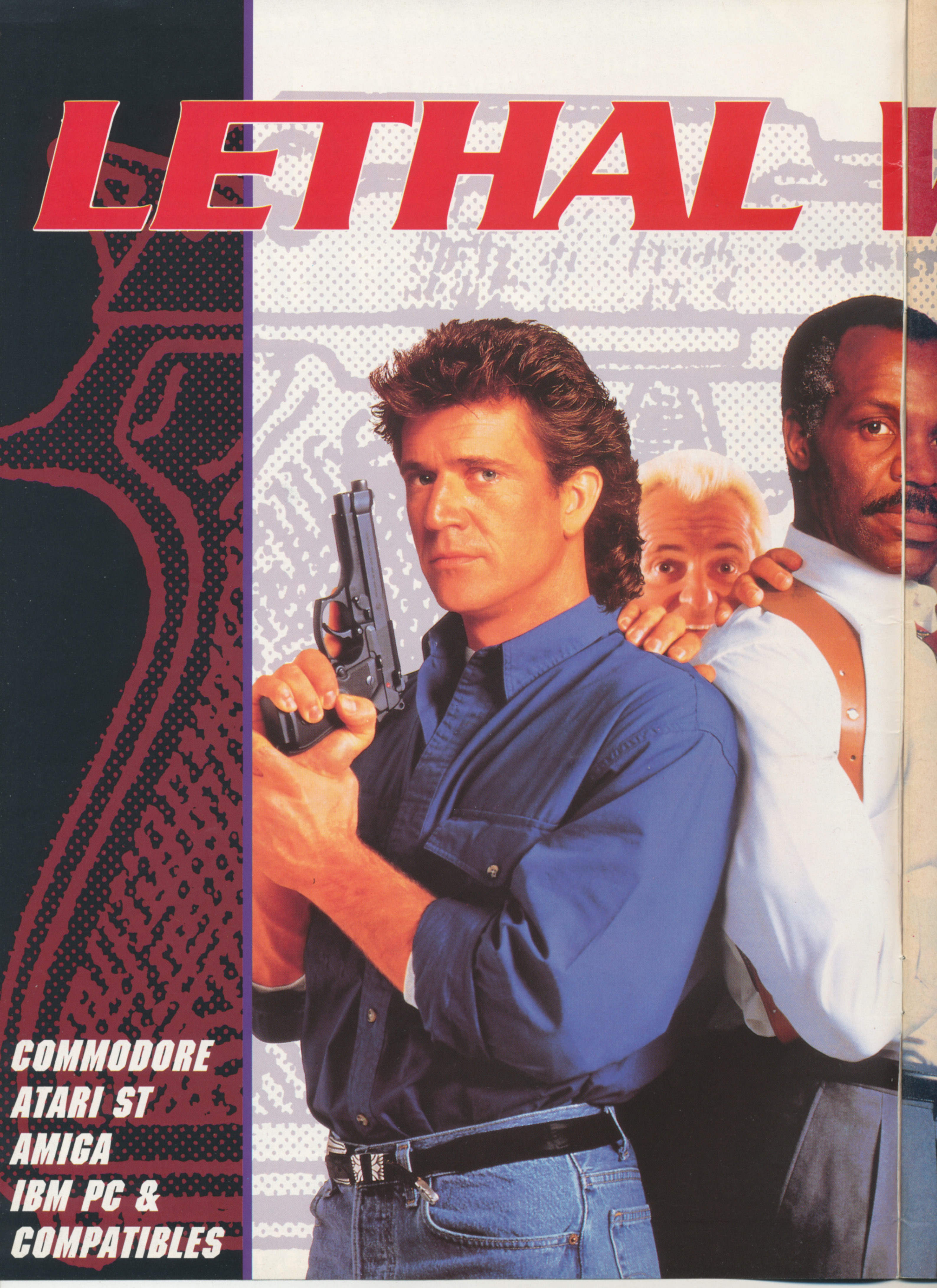

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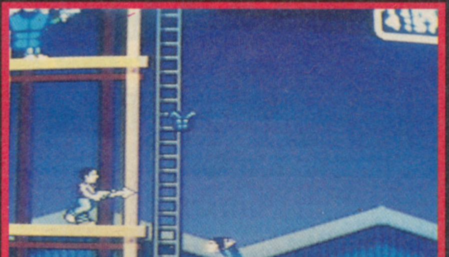
WEAPON

TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.



IT'S MEAN, FAST AND... LETHAL!

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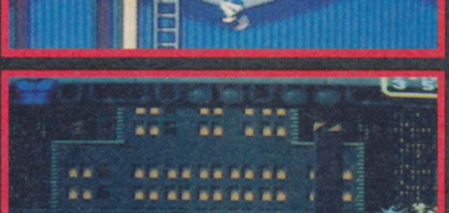

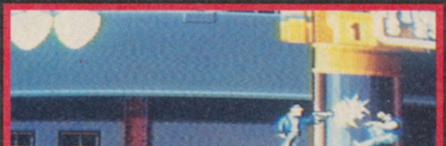

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26 NOVEMBER 1992

GAMES

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CODEMASTERS
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CODEMASTERS
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D&H
64 POPEYE 3
ALTERNATIVE

CF SPECIAL

51 FACE TO FACE
The computer industry's rich and famous interrogated by *CF* readers. This month Gremlin supremo Ian Stewart takes the oath! What makes Gremlin tick? How happy are they that Mansell won the World Championship? What's their favourite colour? To find out hit p.51.

54 LET'S MAKE A MONSTER
Apex Productions stunned the world with *Creatures 2*. Now they're working on a new game, *Mayhem In Monsterland,* and they've decide to tell *CF* the whole story. Every month we'll detail the making of this (almost certain) bestseller. The mayhem begins on p.54.

58 YOU THINK YOU'RE A FAN?
Want to know more about your favourite games? Ever thought about joining a software supporters club? If you have, but wanted to know what you get first, check out our in-depth guide to Fan-land. There are some dead smart special offers and compos to boot! Join up on p.58!

62 FLIX STIX
The silly season is almost upon us, when the peripheral people start pitching for presents. Cheetah have produced a range of good-looking joysticks that are fashioned as movie heroes. They look great but how do they play? Plug into p.62 for a good waggle!

REGULARS

10 EARLY WARNING
Streetfighter 2 previewed.
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Remember, remember the 19th November.

Just light the blue touch paper and r

POWERT

ABOSLUTELY MONSTROUS!

Creatures 2 is one of the best C64 games ever. The graphics are smart, the gameplay superb and it's all served up in a slickly professional style. Its outrageous design and stunning – single format – sales success has confirmed Apex as one of the country's premier coding teams – on any format.

While writing the game the Apex team, John and Steve Rowlands, also wrote a month-by-month magazine diary which told just how the game was created. Called The Clyde Guide, this took a regular two-page slot in *Commodore Format* and proved to be a massive hit – as the letters we received testified.

Now, after a long lie down in a dark room, the boys are back at their keyboards and ready to write another masterwork (probably). This time they've decided to give young Clyde a rest and have created a new character called Mayhem. He's a cute dinosaur who lives in a smoothly scrolling world called Monsterland, a place you can guarantee will be packed with the same blend of wicked humour and gameplay that made Clyde such a star.

The best news of all, though, is that once again those Rowlands chappies have agreed to detail the making of their game. This new series is called Let's Make A Monster and starts this very ish' – and is full of exclusive news of what *Mayhem in Monsterland* will look and play like. In this first instalment, the Apex crew explain how they design a main character and the essential ingredients of a scroller's hero. So if you've ever wondered how a best-seller comes into being, read on...

10 STREET-FIGHTER 2

US GOLD

FIGHT! One of the greatest words in the English language – if you happen to be an 18-stone Sumo wrestler with a personality disorder! And that's just what US Gold promise us – not a fight, but an 18-stone Sumo wrestler – in their no-holds barred, eye-gouging, knuckle-cracking, nose-tweaking, back-kicking, toe-stamping, bear-hugging and generally violent conversion of *Streetfighter 2*! We preview the big fight on p.10!

32 STUNTMAN SEYMOUR

CODEMASTERS

He's "been on fire with Sally Field and blown up Racquel Welch"! That might be true for the Unknown Stuntman of *The Fall Guy* fame, but Seymour's just starting out. The blobby one tries to make his mark in Hollywoodland by throwing himself around movie sets. It's lights, camera and action on p.32.

SUPER ALL-STARS

36

Steg the Slug ● CJ in the USA ● Magicland Dizzy ● Turbo the Tortoise ● Captain Dynamo

A terrapin, a crinkly, a mollusc, a pachyderm and an egg are packed shoulder-to-shoulder in this mix 'n' match blend of established C64 stars and debutantes. *Turbo* shows out (this time in Codies colours) and *Captain Dynamo* debuts. *Steg*, *CJ* and that darned Egg provide the back-up. It's an eclectic bunch but they say variety is the spice of life. So, is it an all-conquering compilation? We open the box (*Take the money! – Roger!*) on p.36.

d retire. Then watch what's been...

TESTED!

Commodore
3 COMPLETE GAMES!
TWIN TIGER
BOMBER
COSMIC CAUSEWAY
POWER PACK
2 DEMOS!
STUNTMAN SEYMOUR
DOC CROC

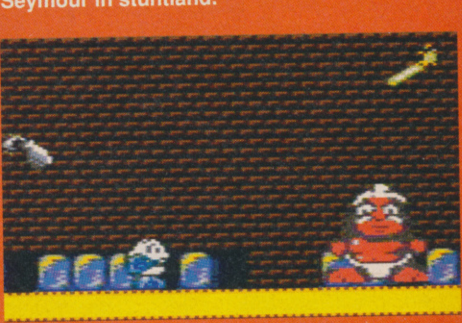
POWER PACK 26

STUNTMAN SEYMOUR

CodeMasters

DEMO

The wobbly one returns in a smart platform bombing extravaganza. Shoot everything that moves, collect everything that doesn't and sit there puzzled by things which do neither. Get surreal with Seymour in stuntland.



Throwing bombs in the wrong direction is not a particularly good idea in *Stuntman Seymour.* It might provide a diversion for a few vital seconds. Actually this is a lie because it doesn't.

DOC CROC

Zeppelin

DEMO

He's round the bend – well from it actually! *Doc Croc* hits town in a mag-collecting extravaganza. Can he get everything back to the office in time? Will he survive? What's a predatory reptile doing with a steady job anyway?

TWIN TIGER

Binary Zone

FULL GAME

If in doubt slug it out! Two-player, up-the-screen slaughter in this brilliant blast. Find a friend and go into murder mode for wave after wave of death from above. Go it alone if you're brave or even use both sticks at the same time and die horribly amid the confusion!

COSMIC CAUSEWAY

Prism Leisure/Arcade Classics

FULL GAME

A blast from the past. They foamed at the jaws about this *Trailblazer*-style game when it was first released and you'll foam at the mouth about it now! How much fun can one man have? (*235.5 47 actually - TMB!*)

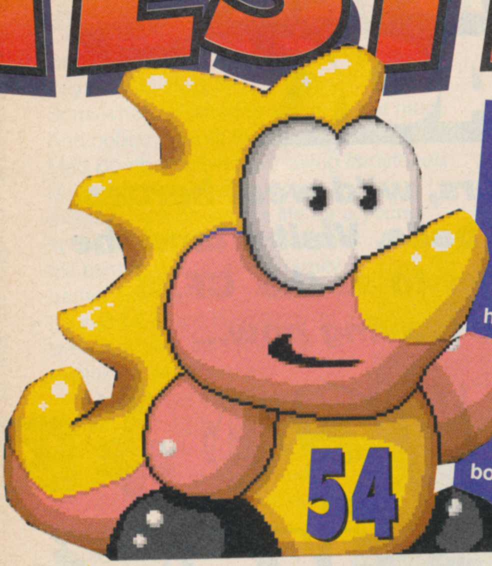
BOMBER

Active Developments

FULL GAME

Silly as a particularly silly stick but strangely addictive. Move the bucket from side to side and catch the falling bombs. It's easy at first, impossible later, but you've just got to try it!

➤



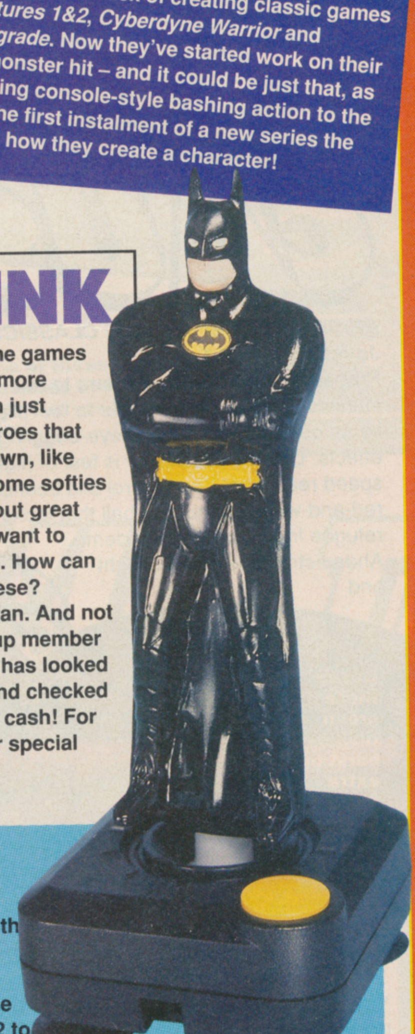
LET'S MAKE A MONSTER

Jeepers, creepers where did they get those *Creatures*? Apex, the team behind Clyde Radcliffe, have an incredible knack of creating classic games – *Creatures 1&2*, *Cyberdyne Warrior* and *Retrograde*. Now they've started work on their next monster hit – and it could be just that, as they bring console-style bashing action to the C64. In the first instalment of a new series the boys reveal how they create a character!

58 SO YOU THINK YOU'RE A FAN?

Some games are more than just games; they create heroes that develop a life of their own, like *Dizzy* and *RoboCod*. Some softies just keep churning out great games, titles you'll want to know about in-depth. How can you keep up with these? Simple – become a fan. And not just any fan, but a paid-up member of an exclusive club. *CF* has looked at four of the very best and checked out what you get for your cash! For the full spec' check out our special offers and compo's on p.58.

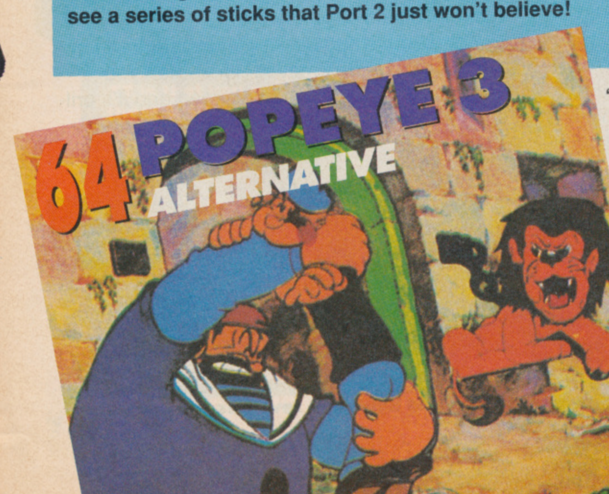
Air the Crew



62 FLIX STIX

How daft can a joystick get? That daft! With the Christmas rapidly approaching the peripheral manufacturers have hit overdrive with theme and novelty 'sticks. We've waggled some of the best looking and silliest shapes to bits. Plug into p.62 to see a series of sticks that Port 2 just won't believe!

64 POPEYE 3 ALTERNATIVE



"I yam wad I yam," was Popeye's catchphrase. Recent scholars have interpreted this to mean, "I think therefore I am," but they may be getting him confused with Descartes. What Popeye definitely is, though, is here in a wonderfully silly grapple-'em-up. Can the cartoon kid beat the WWF mob at their own game? The count begins on p.64.

26 tape to disk

Want a spiff' disk version of the *CF*26 powerpack? Then bop to p.7 for a full spec on our smart tape-to-disk transfer offer.

QUICK START

DEMOS

STUNTMAN SEYMOUR

Joystick in port 2

An entire level of *Stuntman Seymour*! Run about the platforms collecting the glowing tokens. Stay out of the way of their bullets, shoot (press fire) to kill foes or throw bombs (pull down) to blow hostiles away.

DOC CROC

Joystick in Port 1

At the start move the joystick left/right to select a sewage tunnel and push up on the 'stick to select it. Once in, move with the joystick and press fire to jump. You're after bundle of magazine machines and pages which you just stand over to collect.

FULL GAMES

TWIN TIGER

Joystick(s) in Port 1 & 2

On the title screen F1 selects music or FX, F3 selects one player mode, F7 two player and fire starts. From then on do what comes naturally by screaming up the screen shooting everything that's stupid enough to show itself.

BOMBER

Joystick in Port 2

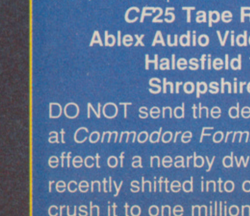
Press fire to start the Mad Bomber dropping his explosives. Move the bucket as quickly as you can to catch them. If you miss, the city gets nuked and you lose a life. Survive one round and another faster one follows.

COSMIC CAUSEWAY

Joystick in Port 1

Control a rolling ball that has to race to the other end of a platform that floats in space. Pressing fire makes the ball leap, up accelerates, back brakes and use left/right to steer. Each colour block causes its own special hazard. Watch, learn and react - FAST!

NO LOAD ZONE!



If your tape isn't loading perhaps it's your tape heads? Try loading some games that you know work, then adjusting the fiddly little alignment screw. Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

CF25 Tape Replacement
Ablex Audio Video Ltd, Harcourt
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send the dead tape to us here at *Commodore Format*. The gravitational effect of a nearby dwarf star which has recently shifted into orbit around Avon will crush it to one millionth of its original size!

ALL these games and demos are loaded using the normal 'Ha

POWER PACK 26

Visit a land that time forgot. A land filled with helicopters, wild west heroes, sewers, buckets and 3D balls. Visit a land the Bush administration refers to as the CF26 Powerpack. Your flight is leaving now...

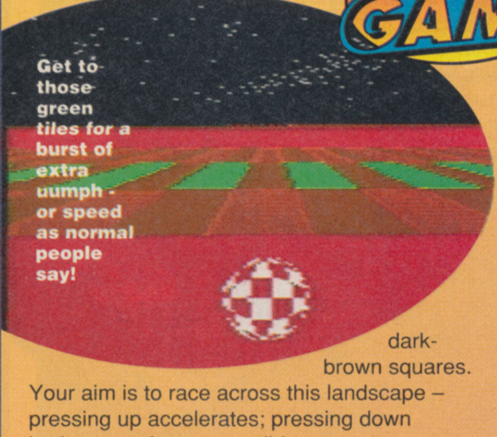
COSMIC CAUSEWAY

PRISM LEISURE/ ARCADE CLASSICS

Joystick in Port 1

FULL GAME

Prepare to be amazed. Prepare to be stunned. Prepare to be made to feel slightly ill by an outrageous range of eye-boggling effects. *Cosmic Causeway* is test of high-speed reactions. You control this bouncy red-and-white chequered ball that looks like a refugee from a crazed PD demo. Ahead stretches a sea of light- and dark-brown squares. Your aim is to race across this landscape – pressing up accelerates; pressing down brakes – as fast as possible.



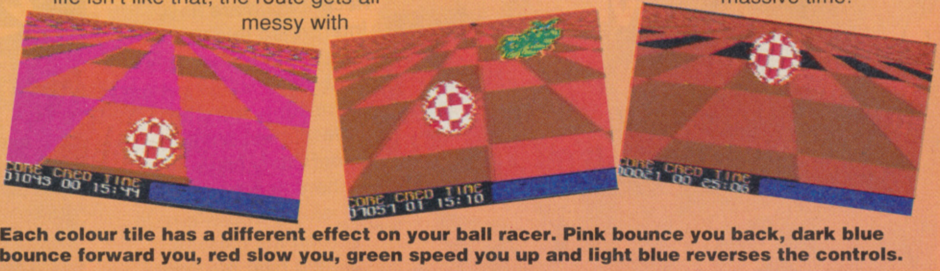
Get to those green tiles for a burst of extra uumph - or speed as normal people say!

Now if life was fair – and boring – the causeway would be as nice and smooth as a recently metalled 'A' road with lay-bys and picnic areas. But as you may have suspected, life isn't like that; the route gets all messy with weird little complications thrown in at every turn. *Cosmic Causeway* is just that sort of game. Waiting for would-be 'ball boy racers' are all manner of nasty traps and trapettes – holes in the floor, jumps and bouncy-backy blocks are just mild examples of the serious strangeness that lay ahead. Each colour of tile has its own characteristic effect on the ball – and you soon learn which are the ones to avoid, but often there is precious little time between spotting the bad' uns and being able to take necessary preventative action.

Falling through holes into the void isn't as bad as it sounds. You don't lose a life; the only thing it does it eat up time, as your sphere is soon catapulted back on to the *Cosmic Causeway*. Time, though, is what you're up against. Each section of the causeway must be covered in the allotted amount of time and if you fail it's game over. Make it with time to spare and the surplus seconds are added to the total limit for the next section.

Simple? Well, no, actually. One second you're forced to go as slowly as possible, the next it's a flat-out dash. Then at the end of each level you'll encounter *Space Harrier*-style aliens who have to be blasted with an automatic kind of gunny-thing.

It's fast, it's fun and it will do your head in. *Cosmic Causeway* moves faster than you thought possible. It's odd, it's mad and it's brilliant! Stay with it and you're in for a really massive time!



Each colour tile has a different effect on your ball racer. Pink bounce you back, dark blue bounce forward you, red slow you, green speed you up and light blue reverses the controls.

'Hold down SHIFT and press RUN/STOP' method. Got it?

BOMBER

FULL GAME

ACTIVE DEVELOPMENTS

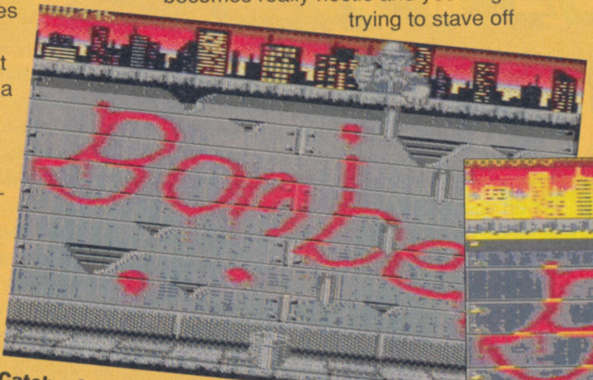
Joystick in Port 2

Somewhere, someone wants to get nasty. And nobody wants to get nastier than the Mad Bomber. Obviously being christened Mad with the surname Bomber, isn't exactly the best start in life for a young sprog, but Mr Mad Bomber does his best to live up to the family name. So much so, in fact, that he can be found hanging over a wall near you, spraying high explosive death around.

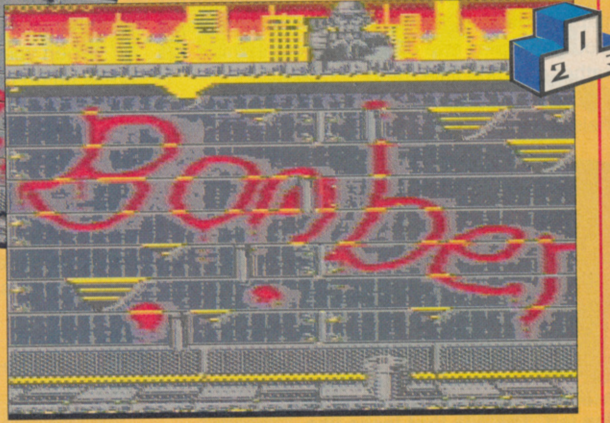
Mr Bomber (or MB to his mates, or it would be if he hadn't blown them up for a laugh) sits at the top of a wall and moves from side to side dropping bombs at a rate you wouldn't believe. The only way to save the city is to swiftly move your bomb-defusing bucket* from underneath the falling explosives. If you manage to keep every bomb in a wave from hitting the floor then you'll be safe. Miss one and it's good night ladies.

That's about all there is to it; clear a wave and you'll be faced with another faster wave. You keep going until you run out of buckets and then the whole town does the big firework. To balance things up a little, you get an extra life every so often, but that's not what matters! Slowly the tension builds up, as life becomes really hectic and you zing about trying to stave off armageddon. And staving off armageddon has always seemed a sound move in my book!

Bomber may look simple but it has a strong addictive bite. The trick is to watch all the bombs and not just the one you're currently catching. Oh, and don't worry about getting the bucket right underneath each bomb, the collision area is real generous and just touching a bomb should help defuse its more explosive properties.



Catch a falling bomb and put it in your pocket - well it makes as much sense as bucket!



Miss one of these explosive little beauties and the whole town goes up - so be careful out there!

---

* Arkwright Bomb-Defusing Buckets – for all your Arkwright Bomb-Defusing Bucket needs.

TWIN TIGER

FULL GAME

BINARY ZONE

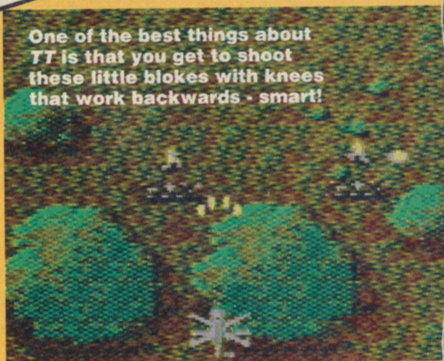
Joystick in Port 1 & 2

Dagah, dagah, dagah... Weeeow, blam! That's what a good shoot-'em-up means to me! Hours of fun screaming about the sky stopping other flying things from... well... flying. It's that heads up, continuous assault on your reactions as enemies attack from unexpected angles and unsuspected shots fly up from innocent-looking vegetation. Luckily, that's just what *Twin Tiger* is – a good shoot-'em-up.

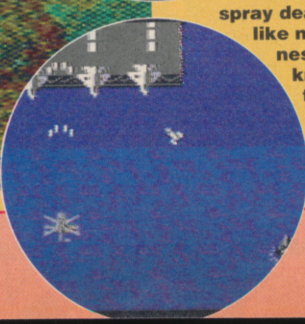
After choosing either music or effects, single- or two-player mode, the fight begins. Your chopper hovers at the base of the screen. Just 'ning about using some deft stick-work and blow everything you see to pieces with your forward-firing five-bullet cannon. Just follow the scroll and keep shooting (an autofire 'stick really helps) remembering to stop and pick up an bonuses that happen to be passing.

Playing in tandem there's the choice of either being a team or just diving in for the bonuses – every man for himself, or in the case of ladies, "get out of my way, turkey breath, them's my points and if you touch them you're gonna get killed". I think you get the message.

Sniff. Goodbye old chum. You were like an old chum to me...



One of the best things about *TT* is that you get to shoot these little blokes with knees that work backwards - smart!



The Twin Tigers spray death around like nobody's business - and you know what that's like! This time the carrier's missiles are 'miss'-iles

Tape to disk

Do you have a disk drive? Handy aren't they? If you want to use it as well as admiring it, you can get copies of the Powerpack on disk for the little fellow.

To get the *CF*25 Powerpack on disk simply cut out the coupon from the inside of the tape inlay card. Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers duplication, post and packaging) to:

***CF*25 Tape to Disk, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.**

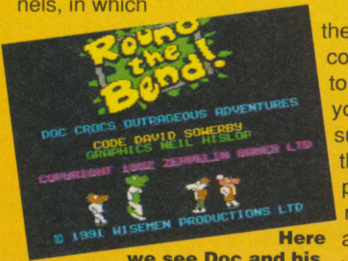
DOC CROC'S OUTRAGEOUS ADVENTURE

DEMO

Joystick in port 2

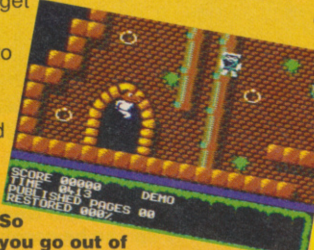
Right. Prepare for some fully-interactive weirdness. Doc Croc is the editor of a newspaper produced, for some reason, in a sewer. You get to play one of his reporters in this rather diverting little romp.

You have the opportunity to visit four tunnels, in which there may be collectables to grab. But you can be sure that there will be plenty of nasties to avoid in whichever of the tunnels you choose. To select the zone you want, simply move the arrow to the left and right when you reach the screen with the four characters walking up and down.


Round the Bend!
DOC CROCS OUTRAGEOUS ADVENTURES
CODE DAVID SOWERBY
GRAPHICS NEIL HISLOP
COPYRIGHT 1992 ZEPPELIN GAMES LTD
© 1991 WISEMEN PRODUCTIONS LTD

Here we see Doc and his friends. You're the small one on the left. The one that looks like a sort of weird fox.

When you're happy with your choice, press up on the joystick and you'll be pitched headlong into a fiendish series of platforms. The first thing to get used to is the jumping. Hit fire to jump and move left and right to move, er, left and right. Pause is the usual Run/Stop hit, and the space-bar restarts.



So you go out of the main sewer and take the right channel to the smelly bit.

If you progress deep enough into the level, you'll come across something that looks just like part of a printing press. If you manage to collect it you'll get a pleasant surprise (which we won't divulge here).

And that's all you need to know. Remember to avoid the extremely nasty bats, which come whizzing through the network like, well, very fast nocturnal airborne mammals. Oh, and some of those, er, uppy downey things are also pretty unpleasant to get past, too. Have fun and remember, this is what the real world of publishing is like (except that there are few crocodiles with the drive and enthusiasm to become editors).

THE FACTS ON THE FULL GAME

● *Game*	DOC CROC'S OUTRAGEOUS ADVENTURES
● *Publisher*	ZEPPELIN
● *Price*	£3.99 CASSETTE
● *Release*	END OF NOVEMBER
● *Contact*	091 385 7755

STUNTMAN SEYMOUR

DEMO

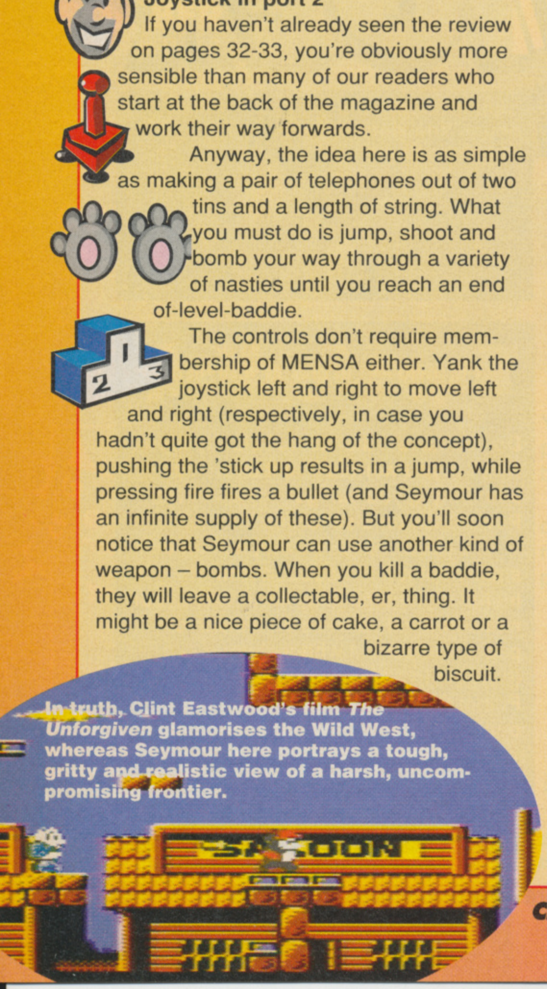
CODEMASTERS

Joystick in port 2

If you haven't already seen the review on pages 32-33, you're obviously more sensible than many of our readers who start at the back of the magazine and work their way forwards.

Anyway, the idea here is as simple as making a pair of telephones out of two tins and a length of string. What you must do is jump, shoot and bomb your way through a variety of nasties until you reach an end of-level-baddie.

The controls don't require membership of MENSA either. Yank the joystick left and right to move left and right (respectively, in case you hadn't quite got the hang of the concept), pushing the 'stick up results in a jump, while pressing fire fires a bullet (and Seymour has an infinite supply of these). But you'll soon notice that Seymour can use another kind of weapon – bombs. When you kill a baddie, they will leave a collectable, er, thing. It might be a nice piece of cake, a carrot or a bizarre type of biscuit. Grab these before they start flashing and vanish; they're all worth some points.

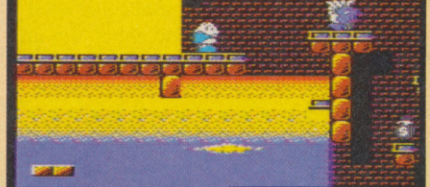


In truth, Clint Eastwood's film *The Unforgiven* glamorises the Wild West, whereas Seymour here portrays a tough, gritty and realistic view of a harsh, uncompromising frontier.

Sometimes the baddies leave bombs. If you can collect these, they'll be added to your bomb total (in the middle of the bottom part of the screen). To activate the bombs, simply pull down on the joystick. With a spot of practice, you'll be able to destroy enemies above you, below you and off to the side in one fell swoop with these bombs. They make life a lot easier, and destroy the baddies at one hit, rather than requiring two hits like the bullets. But waste them at your peril, because there are times when you *need* them!

Once you've ploughed your way through, you'll get to the end-of-level baddie (a large red-indian, as it happens). To beat him requires nerves of steel, reactions of lightning and, er, a heart of darkness.

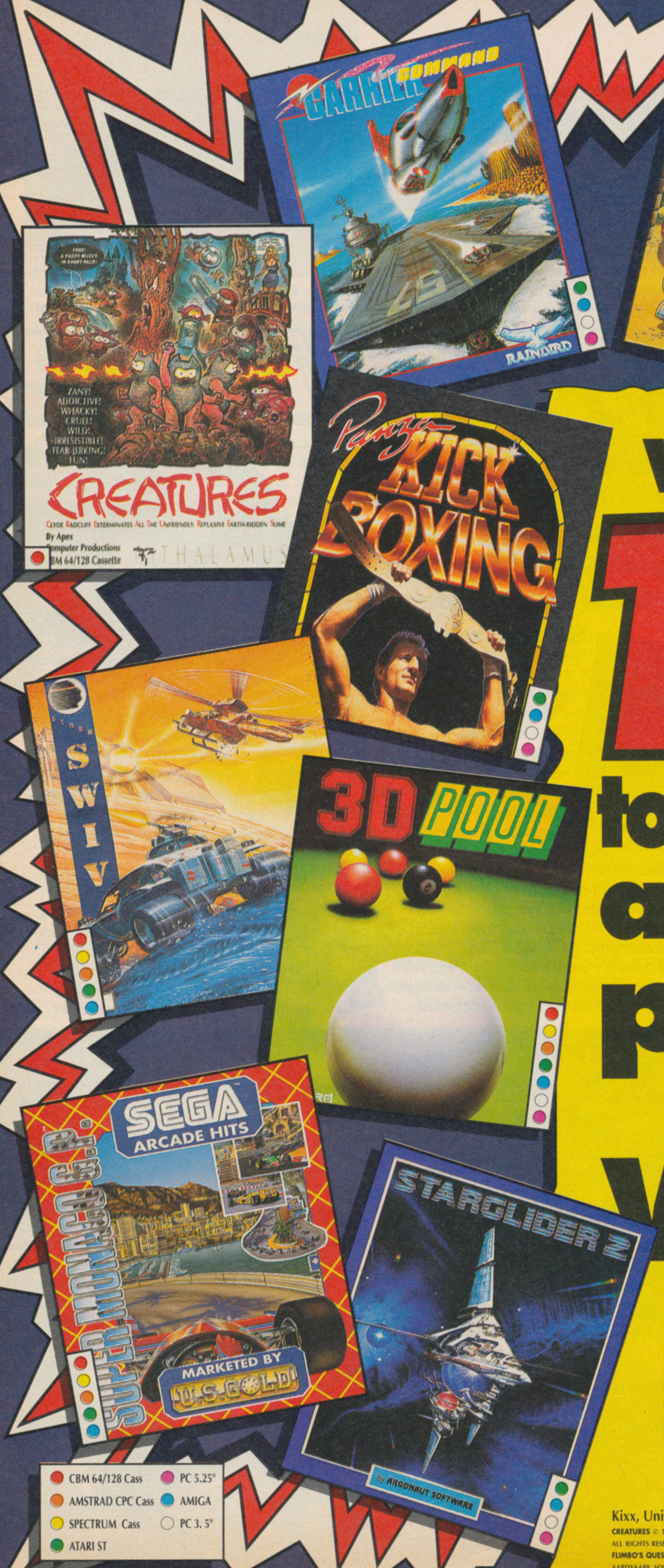
This is the first level of *Stuntman Seymour* in its entirety, so enjoy it. Oh, and look out for the hidden extra life. Fine, but it still doesn't answer the question; what exactly is Seymour? Let's face it; he's a large bogie.



Oh dear. Seymour appears to be rather ineffective at this. It's possible to envisage a future for him, saying things like "do you want fries with that?"

THE FACTS ON THE FULL GAME

● *Game*	STUNTMAN SEYMOUR
● *Publisher*	CODEMASTERS
● *Price*	£3.99 CASSETTE
● *Release*	NOVEMBER
● *Contact*	0926 814132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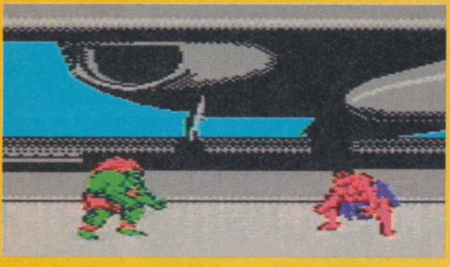
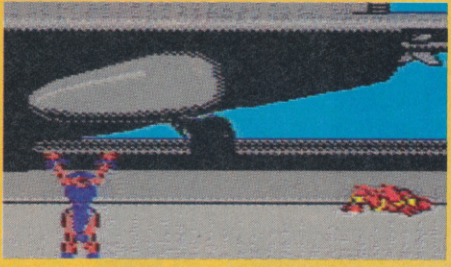
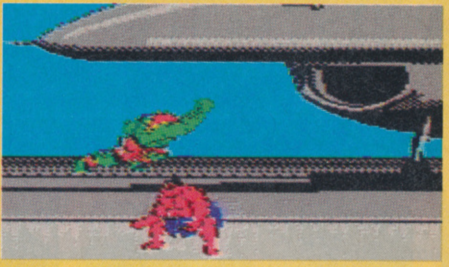


Blanka and Honda go heads up – well they would if they could straighten their spines!



The intensive aerobics programme took its toll, Dhalism crashed out after 328 star jumps.

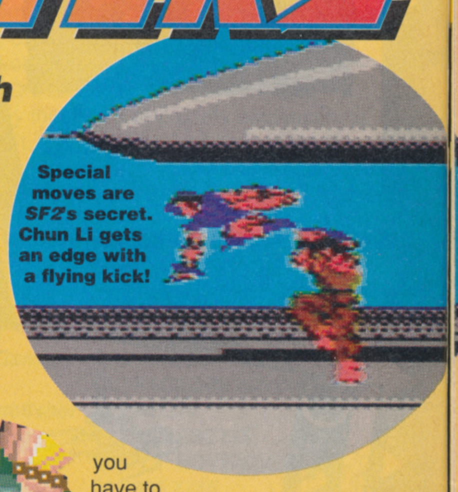


Blanka draws a blank when trying to chin E Honda. What does he want? A larger target?

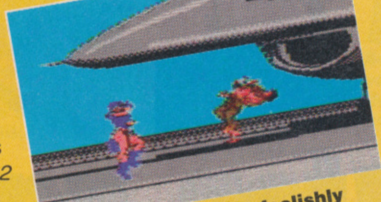
STREETFIGHTER2

EARLY
WARNING!

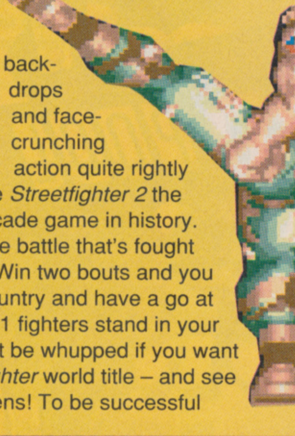
When the going gets tough, the tough leap in the air and kick you in the femur – at least that's how it was at Trenton's school! Which seems to make him the ideal sap to spar with* Streetfighter 2 *for a few rounds.



Special moves are *SF2*'s secret. Chun Li gets an edge with a flying kick!



Get down sheep! The foolishly soft Ryu gets nailed by Chun Li!



This is *the* coin-op. Nothing else comes close. *Streetfighter 2* brings undreamt of levels of gameplay to beat-'em-ups. This is a slug-out where skill, knowledge and timing are of the essence. With 36 – yes 36! – different fighting moves each round is a brutal bout of biting, bashing and blasting. Your opponent has to be watched and their attacks anticipated if you are to survive; their moments of weakness anticipated if you are to win. The mix of huge sprites, beautiful backdrops and face-crunching action quite rightly made *Streetfighter 2* the most successful arcade game in history.

It's a one-on-one battle that's fought over three rounds. Win two bouts and you travel to another country and have a go at their local champ. 11 fighters stand in your way, and each must be whupped if you want to take the *Streetfighter* world title – and see the smart end screens! To be successful you have to know your man's moves inside out. The arcade has six buttons, which when used in conjunction with joystick patterns initiate the 36 different attacks.

All the fighters share the same range of kicks, punches and leaps, but each also has a characteristic range of special attacks. Dhalism can send magical 'Yoga Fire' across the screen and Ken has a fearsome 'Dragon Punch' that could floor a multi-storey car park! This heady mix makes for stunningly-tense play as both

A WHO'S WHO OF EXCEPTIONALLY VIOLENT PEOPLE

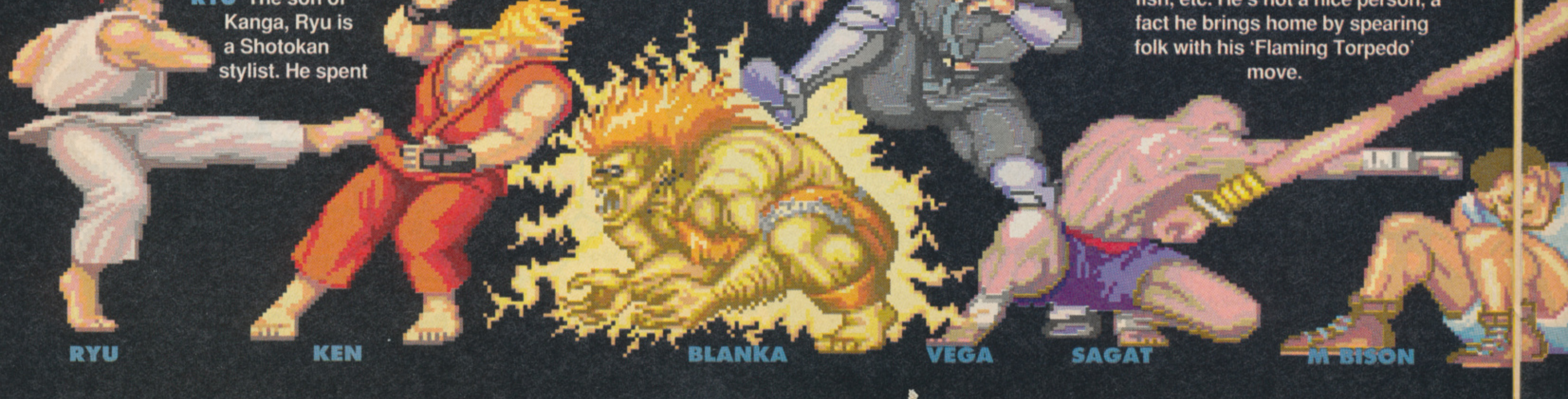
GUILE An ex-Special Forces trooper, Guile fought in 'Nam. In fact, he started the war when General Vega mispronounced his name as 'Girl'. During the war he was captured and spent some time as Vega's guest in the Hanoi Hilton. Owing to a dispute over the bill these two are now sworn enemies.

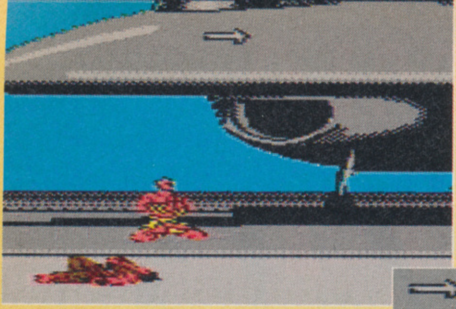
RYU The son of Kanga, Ryu is a Shotokan stylist. He spent many years as Ken's teacher and has a long-standing rivalry with Sagat. Sporting a red head band his special move is the 'Dragon Punch'. Unfortunately there are no dragons to punch in *SF2*!

KEN Easily distinguished by his red pyjamas. He uses much the same techniques as his teacher, Ryu (Dragon Punch, Hurricane Kick and Fireball) but not at the same time as that would be rude. He's tipped to be the new *SF2* champ.

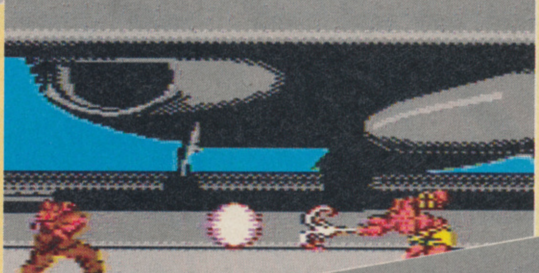
BLANKA An electrical storm downed the baby Blanka's plane over a Brazilian rain forest. This apparently explains why he's green, extremely vicious and electrocutes folk by touching them. He's "Dat 'ard", a fact alluded to by his family motto "Felt Nowt!"

VEGA Absolutely everybody – even people he's never met – hate him. Recent sociological studies reveal that this is because he murdered virtually everbody's parents/brothers/sisters/pet goldfish, etc. He's not a nice person, a fact he brings home by spearing folk with his 'Flaming Torpedo' move.

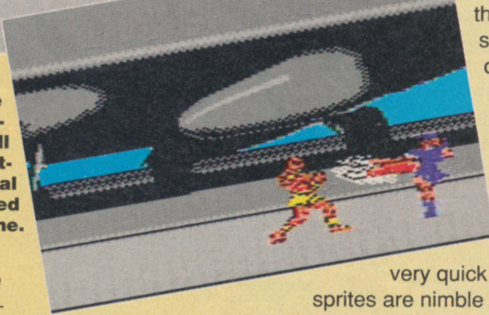




(Above) Ryu is takes a kip while Dhalism shows off his amazing ability to tie both legs in a sheep shank.



(Below) Streetfighters all have range attacking moves, and each has his own speciality manoeuvres as well. Here, Ryu throws a terrible 'Tribble of Death' while Dhalism spits (he used to masticate for India, you know).



Don't worry! The plane is just one of 12 backgrounds that will feature as settings in the final and finished game.

combatants' energy bars creep steadily towards zero.

Could it be converted for the C64, though? To be brutally honest, it didn't seem possible. Yet US Gold (who won the licence) seemed strangely confident. When they had something to show off it became clear why. Project manager Tony Bickley came to the office and we all gathered around ready to be polite, still not convinced a quality conversion was possible. Whilst feasting on 'hat a lá carte', we saw some airborne hogs and the pink snow started falling heavily.

Streetfighter 2 looks like it will work well and bring beat-'em-ups the respect they so badly need. Creative Materials, the coding team, have made some sound decisions regarding the conversion. They've identified the three elements crucial to the arcade's success – the huge range of moves, the graphics and game speed. By focusing on these they seem to have bust this conversion wide open!

The range of moves was the *CF* team's biggest concern. How could the coin-op's six buttons be trimmed down to one? USG's answer is simple and neat – a choice of control systems. For *SF2* purists who want to use the full 36 moves, both joystick and keyboard can be used. The keyboard switches between kicks and punches, the joystick takes care of the movement. Those folk who prefer to play with both hands on the 'stick will be able to use an alternative system which limits the moves – but not by much. So both authenticity and playability are taken care of!

The special moves, in particular, are neat as, just like the arcade version, they don't rely on a single command, but a series of joystick and button presses to get the brawl rolling. To initiate them you'll have to choose to use 'em and not just waggle aimlessly. If you do just go into aimless waggling mode, the 'smart' computer enemies will emulate their arcade form, and stomp you dead in your tracks!

Graphically speaking the C64 *SF2* is getting there – Creative Materials have still got a month of tweaking and polishing to do! The sprites have been neatly sculpted, so they not only look the part but play the part too. One sacrifice is that the sprites are smaller than their coin-op counterparts, but that's no problem as you can still see exactly what's going down in this swift fist fight.

Speed has to be a concern for the coders of any fighting game; nobody will be thrilled by a slow slug fest! There's no need to worry about *SF2*, though – so far it's as nippy as a very quick thing going quite fast. The sprites are nimble and light, swiftly swapping stances as they flow through their moves.

It's great to be proved wrong. We had our doubts about *SF2*, and it's good to see that these have all been addressed. If this early promise, with its carefully considered coding calls, can be capitalised on then US Gold look like they will have one of the major hits of the year on their hands. As soon as the final game is ready we'll fight to bring you a review. But if it matches the coin-op for playability, which it could well do, then we won't, because we'll be too busy beating each other to a pulp on screen!

TRENTON WEBB

THEY'VE GOT IT TAPED!

The coders of *ST2* are computer heads just like us, which means that they have had as many multi-load nightmares as the next man (*or woman – Lisa!*). So the structure of the C64 *Streetfighter 2* will be specially honed for tape users. Each sequence of battles, and the characters you meet next, have been carefully chosen to ensure that there's as little loading and rewinding as possible. There will even be a choice of the full tournament and 'one off' battles to further speed up the bashing. At last datassette users are getting the respect they deserve.

Game	Streetfighter 2
Publisher	US Gold
Release	End of November 1992
Price	£10.99 cass/£15.99 disk
Contact	☎ 021 625 3388

SAGAT This guy is a Thai fighter, which is much like a TIE Fighter, only he can't swoop over the Death Star! He can however confuse it with his 'Tiger Uppercut'. He learnt this little doozy after being smacked in by Ryu.

M BISON A world champion who lost his title through women and booze. His main asset is sheer physical strength, brute force and muscle. So don't mess with him unless you're dead tough, have an army of lawyers and a sympathetic jury!

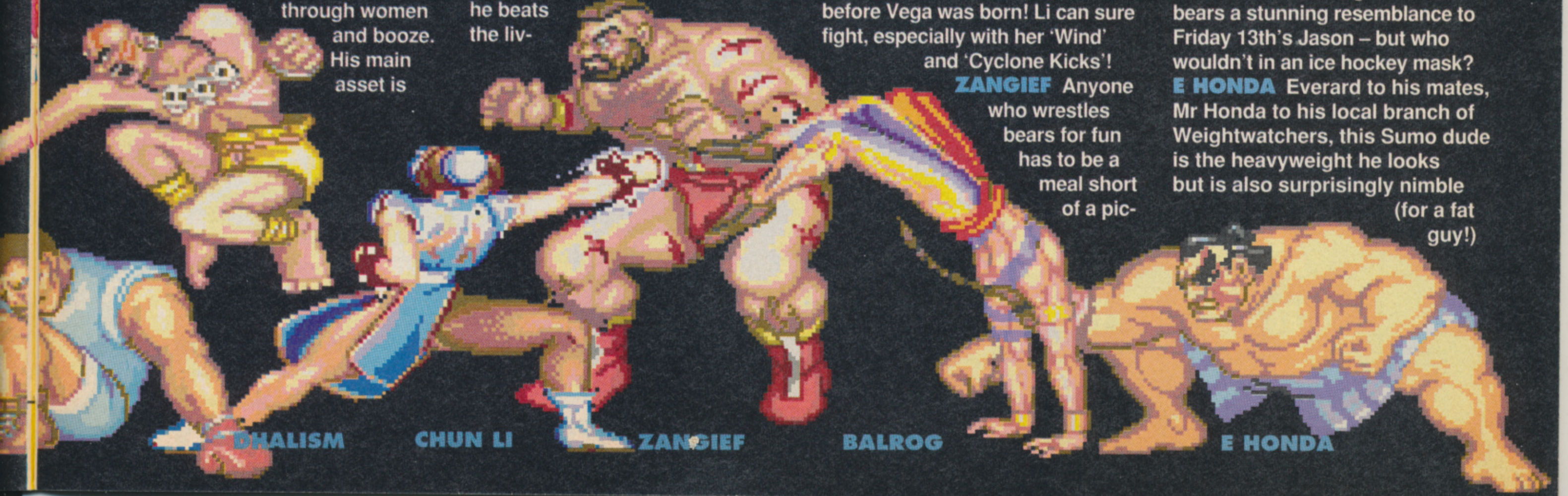
DHALISM Salvador (to his chums) is a priest with an attitude – which means if you pop in for confession he beats the living daylights out of you! His amazing yoga abilities give him the power to breathe fire, climb inside match boxes and touch the end of his nose with his tongue.

CHUN LI Chun Li is avenging her dad's death, for which she blames Vega. This is odd because he was run down by a bus three years before Vega was born! Li can sure fight, especially with her 'Wind' and 'Cyclone Kicks'!

ZANGIEF Anyone who wrestles bears for fun has to be a meal short of a picnic. This explains why he's covered in scars and is as hard as nails. Zangief is fully paid-up member of the 'Vega Made Me Cry Once' Club.

BALROG Contrary to popular belief, Balrog is not the demon who killed Gandalf in *The Two Towers* but a Bull-fighter! He also bears a stunning resemblance to Friday 13th's Jason – but who wouldn't in an ice hockey mask?

E HONDA Everard to his mates, Mr Honda to his local branch of Weightwatchers, this Sumo dude is the heavyweight he looks but is also surprisingly nimble (for a fat guy!)



CRYSTAL KINGDOM DIZZY

The egg is back. Just when you thought it was safe to play platform-adventures again, our shell-shocked chum re-appears. But this time there's a difference; Dizzy's turned hard. (*What, he's been boiled? – Ed*) He's got a whip and a tattoo, and he knows how to use them…

Like all the other *Dizzy* games, *Crystal Kingdom* has got a plot so thick you could dip a soldier in it and eat it for breakfast. What seems to have happened is this… (Do you think anyone's really interested in this, Trent?) (*Yes. Get on with it or I'll break your spleen – Ed.*) Right, well, the treasures of the Prophet Zeffar have been stolen from the Ice Palace. Oh no! What a total disaster! (*All right. There's no need to overdo it – Ed*). This Ice Palace thing has started to melt under the strain, and only Dizzy can save the once happy, prosperous land where they all live – a land where honey grows on trees, spoons are non-existent and everybody dresses like Norman Lamont.

So off Dizzy goes, with you in control. You've got to wander your way through various levels, divided into four main areas. There's the Yolkfolk village, Blackheart's pirate ship, a desert island and, finally, the gradually liquifying Ice Palace itself.

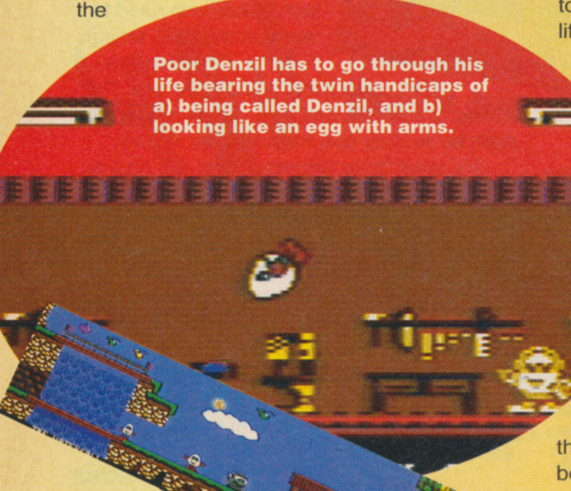
According to CodeMasters, who know about such things, each area will almost be a game in itself. When you complete an area, you're given a code so you'll be able to restart where you left off. (And we'll be able to publish them in Gamebusters and make life easier for those who have got stuck.)

Crystal Kingdom Dizzy also features all the rest of the Dizzy crowd. You know – Daisy, Dylan and the other anthropomorphic eggs. They provide the sub-plots in the game. Each of them has got a little quest for Dizzy to solve, and he can only progress if he manages to complete them. So there'll come a time when you're hopelessly stuck that you'll start to hate Dizzy's blimmin' family. And why not? They're a pretty selfish bunch, by all accounts.

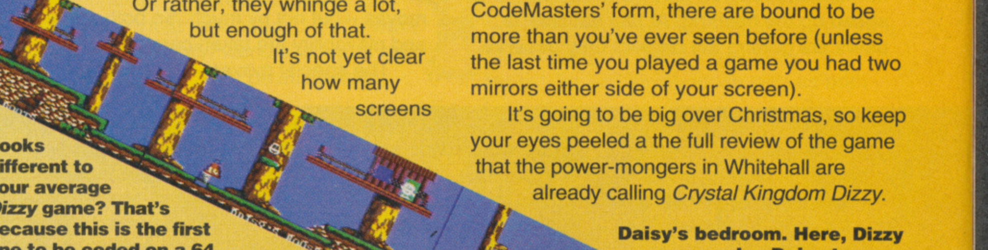
Once you're into the game, it'll be like the *Dizzy* classics of old. You walk along, bouncing over nasties (and there are quite a lot of nasties); objects can be collected and used all over the place and the non-nasty people you meet talk to you. Or rather, they whinge a lot, but enough of that.

It's not yet clear how many screens there'll be in *Crystal Kingdom Dizzy*, but, true to CodeMasters' form, there are bound to be more than you've ever seen before (unless the last time you played a game you had two mirrors either side of your screen).

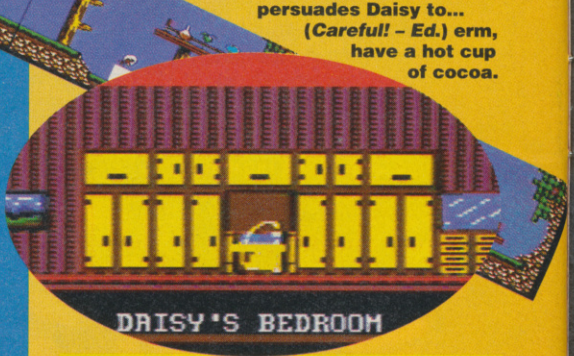
It's going to be big over Christmas, so keep your eyes peeled a the full review of the game that the power-mongers in Whitehall are already calling *Crystal Kingdom Dizzy.*



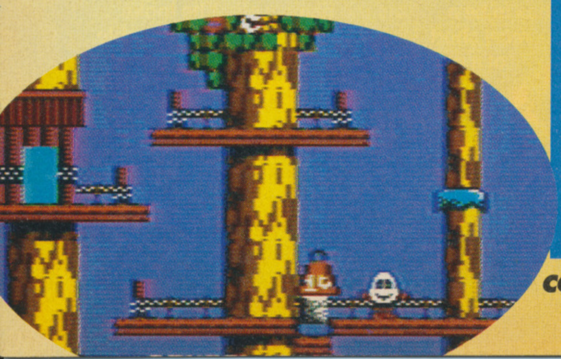
Poor Denzil has to go through his life bearing the twin handicaps of a) being called Denzil, and b) looking like an egg with arms.



Looks different to your average *Dizzy* game? That's because this is the first one to be coded on a 64.



Daisy's bedroom. Here, Dizzy persuades Daisy to… (*Careful! – Ed.*) erm, have a hot cup of cocoa.



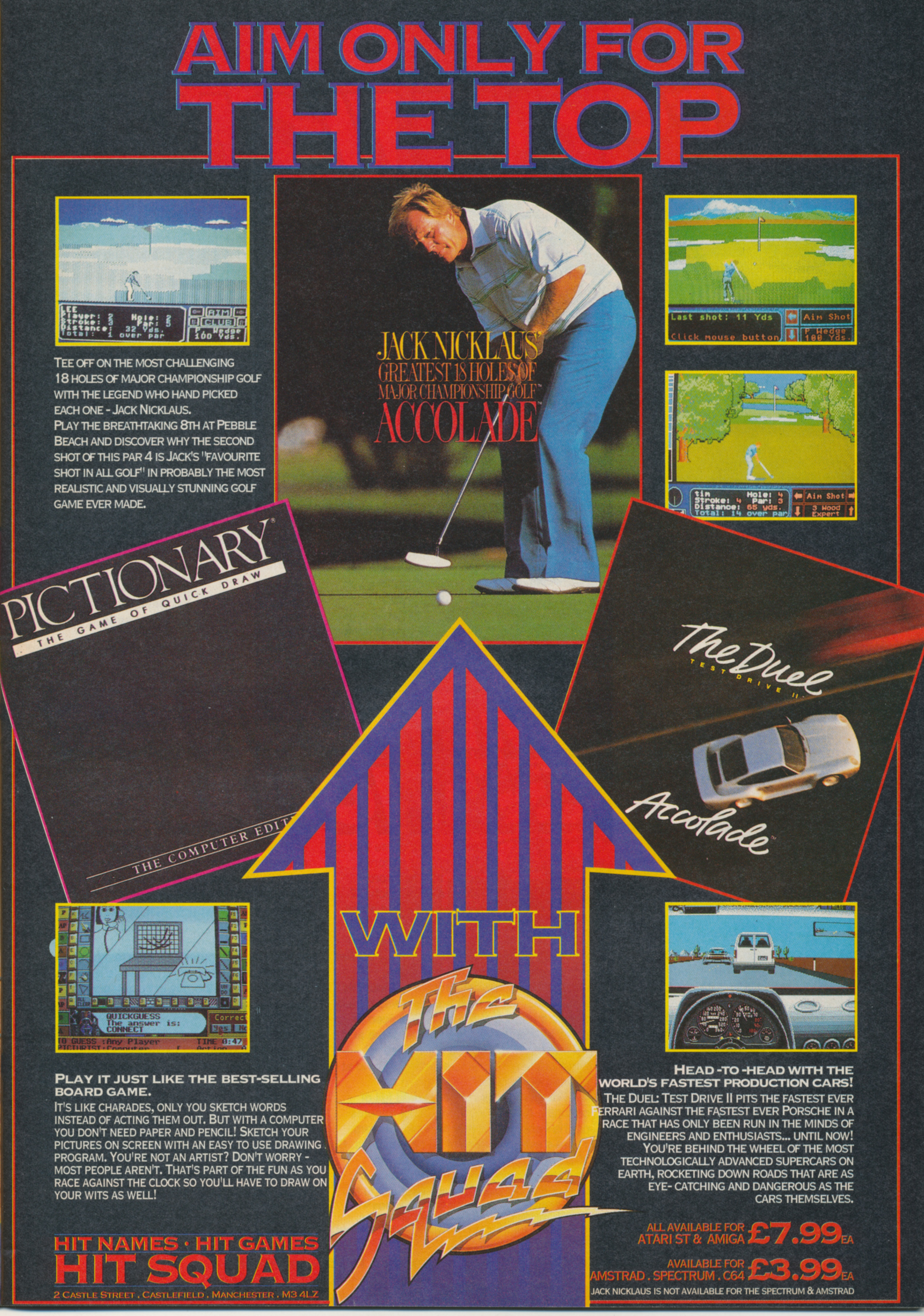
Hop on if you want a lift. Yes, there are plenty of these handy quite-easy-to-operate-once-you-know-how lifts dotted around.

10 THINGS DIZZY LIKES

1 Favourite clothing: Shell suits
2 Favourite poet: P B Shelley
3 Favourite MP: Tim Eggar
4 Favourite record: The Beatles' White Albumen
5 Favourite comedian: 'Arry Henfield
6 Favourite Shakespeare play: Omelette, Prince of Denmark
7 Favourite Indian meal: Eggwina Currie
8 Favourite car: Ford Eggscort *Coopé Hatch*back
9 Favourite singers: Sam Cook and Ella Fitzgerald (Sam 'n' Ella, geddit?)
10 Favourite band: Metallica

Game	Crystal Kingdom Dizzy
Publisher	CodeMasters
Price	£9.99 cassette
Available	End of November
Contact	☎ 0926 814132

AIM ONLY FOR THE TOP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CLUB
P Wedge 100 Yds.
Last shot: 11 Yds
Aim Shot
Click mouse button
P Wedge 100 Yds.
tim Hole: 4
Stroke: 4 Par: 3
Distance: 65 yds.
Total: 14 over par
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INTERNATIONAL TENNIS

Zeppelin Games must know something the rest of us don't. Why else would they release a tennis game in the closing stages of autumn? Perhaps they know that, as the leaves fall, the bonfires crackle and the chilly night blows in earlier every dull afternoon, our minds turn to lush summer grass, sunshine and the warm, still air over the tennis court; long rallies, shrieks of delight and cool, shady drinks.

Or perhaps the game is just hideously late. We shall never know. But here is the first glimpse of it, and jolly fine it looks too. What can be said of it? Well apart from the obvious – it simulates tennis – not a lot. But I'll find something, otherwise this is going to be a pretty brief preview.

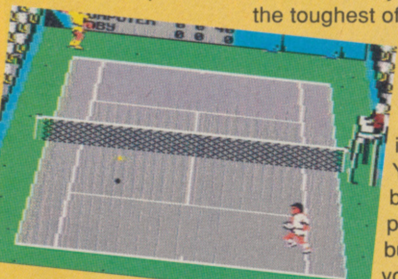
You can play the computer or another person (always a good option), and there's a choice of one, three or five sets. You can even choose to play on a clay, hard or lawn court. This affects the bounce, with lawn being the hardest to master.

The computer skill level can also be selected, and, once you've typed in your name(s), it's time to get on to the court. During the game, you can run (at pretty impressive speeds, it must be said) anywhere around the area of play. This rapid reaction means that you can retrieve the toughest of lobs, thus keeping the rally (and the excitement) going.

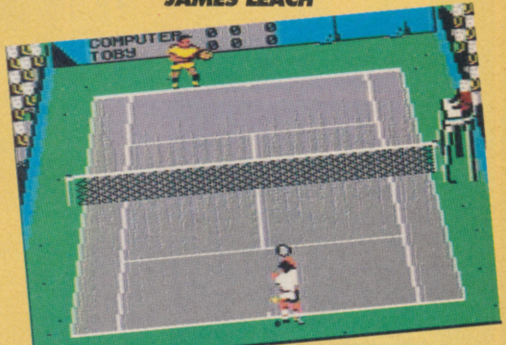
Hitting the ball is pretty easy. You don't need to be in pixel-perfect position to do it, but if you're close, you've got far more control over where the ball will head after you've given it a thump.

The game is getting pretty close to release, and the graphics are looking well spiffy (as you can see from the grabs). Although there have been plenty of tennis sims, is this *the* one for C64 owners to have? Will it be an ace, or suffer from too many faults? You know where you're going find the answers – *Commodore Format*, next month. Be here or we'll send John McEnroe around… with a megaphone.

JAMES LEACH



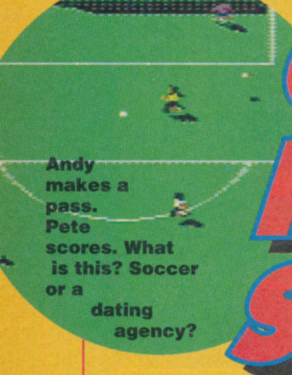
Lesson one: Never run on court. You could trip and have someone's eye out. Always walk with your racket pointing away from your body and a medical team in attendance.



Lesson 68B: Serving. It helps if the novice is able to strike the ball as it returns to earth after it has been thrown. Missing repeatedly is the sure sign of an underachiever.

Game	**International Tennis**
Publisher	**Zeppelin**
Price	**£3.99 cassette**
Available	**November**
Contact	**091 385 7755**

GRAEME SOUNESS INTERNATIONAL SOCCER



Andy makes a pass. Pete scores. What is this? Soccer or a dating agency?

After Liverpool's recent performances, Trenton reckons Graeme Souness should have police protection around the clock. Why? Has he got a very expensive clock? It's baffling.

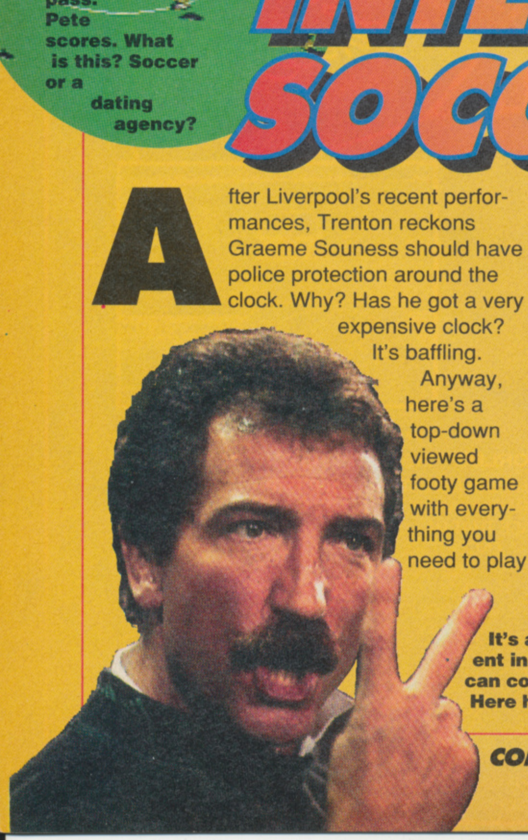
Anyway, here's a top-down viewed footy game with everything you need to play the glorious game that is football, our national sport. In other words, there's a stripy pitch, 22 men, two nets and a ball. The idea of the game is to kick the ball into your opponents' net. Unless you're a goalkeeper, you mustn't handle the b… (*Oi! Get on with the bloomin' preview! – Ed*).

The first thing that struck me about this sim is the sharp-edged box as it was hurled across the office by Trenton. Reduced to using only one eye, I loaded the game and was rewarded by seeing a smart set of small but neat characters belting around at phenomenal speed.

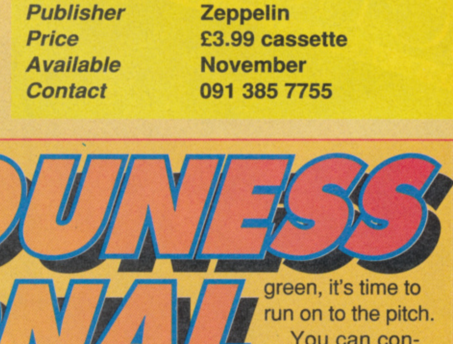
The game looks to be packed full of options – two-, four-, eight- or 12-minutes per half and one or (hooray!) two players. There's even a choice of 13 strip colours. So after an hour or two deliberating over whether your men look just *too* divine in green, it's time to run on to the pitch.

You can control all the players on your team except the goalie, and the strength of each shot is dependent on how long you hold the fire-button down. You can also bend the ball in flight by slamming the joystick to the side you want it to curve. It's not just a gimmick, according to the programmers, it's darned essential if you want to beat the computer at a high level.

To tackle, you just hit fire while running full pelt towards the guy in possession, and



It's a little known fact that Graeme Souness is fluent in sign language. It's amazing the messages he can convey with just a few simple finger twitches. Here he's ordering two chicken burgers to take away.



Trevor often thought the midfield was like a parched desert – no comfort, no respite from the sun, circling vultures. But he was wrong. It was more like a grass pitch in High Wycombe.

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

IAN CYCLOPEDIA INVESTIGATES TENNIS AND SOCCER

Contrary to popular opinion, there's a world of difference between tennis and what the Conservatives call 'soccer'. As a guide to the layman, I've highlighted the major discrepancies...

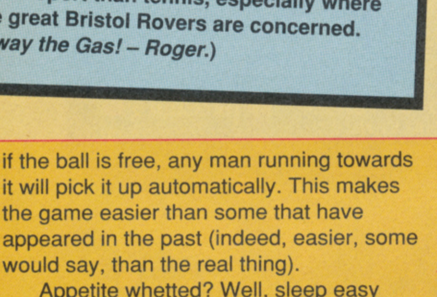
1 Soccer is played with 22 people, some of whom must be there under protest.
2 Tennis requires several stroppy 11-year-old girls, being pressured by their parents to burn out by the time they're 15.
3 Tennis can be played on any open land. Soccer requires a perfectly manicured pitch or 'green'.
4 In soccer, hand-held weapons are discouraged. Tennis is played with at least two bats, or 'sticks', strung with cat's whiskers.
5 Sliding tackles are a vital part of soccer. In tennis, you have to first leap the net, so it's an uncommon occurrence.
6 Soccer fans traditionally hurl abuse at the referee. Tennis players, not their fans, must carry out this vital task.
7 Soccer and tennis have the same number of letters. Football has more than either.
8 Americans are quite good at tennis.
9 But not soccer.
10 Soccer is much older and an all-round better sport than tennis, especially where the great Bristol Rovers are concerned. (*Away the Gas! – Roger.*)

if the ball is free, any man running towards it will pick it up automatically. This makes the game easier than some that have appeared in the past (indeed, easier, some would say, than the real thing).

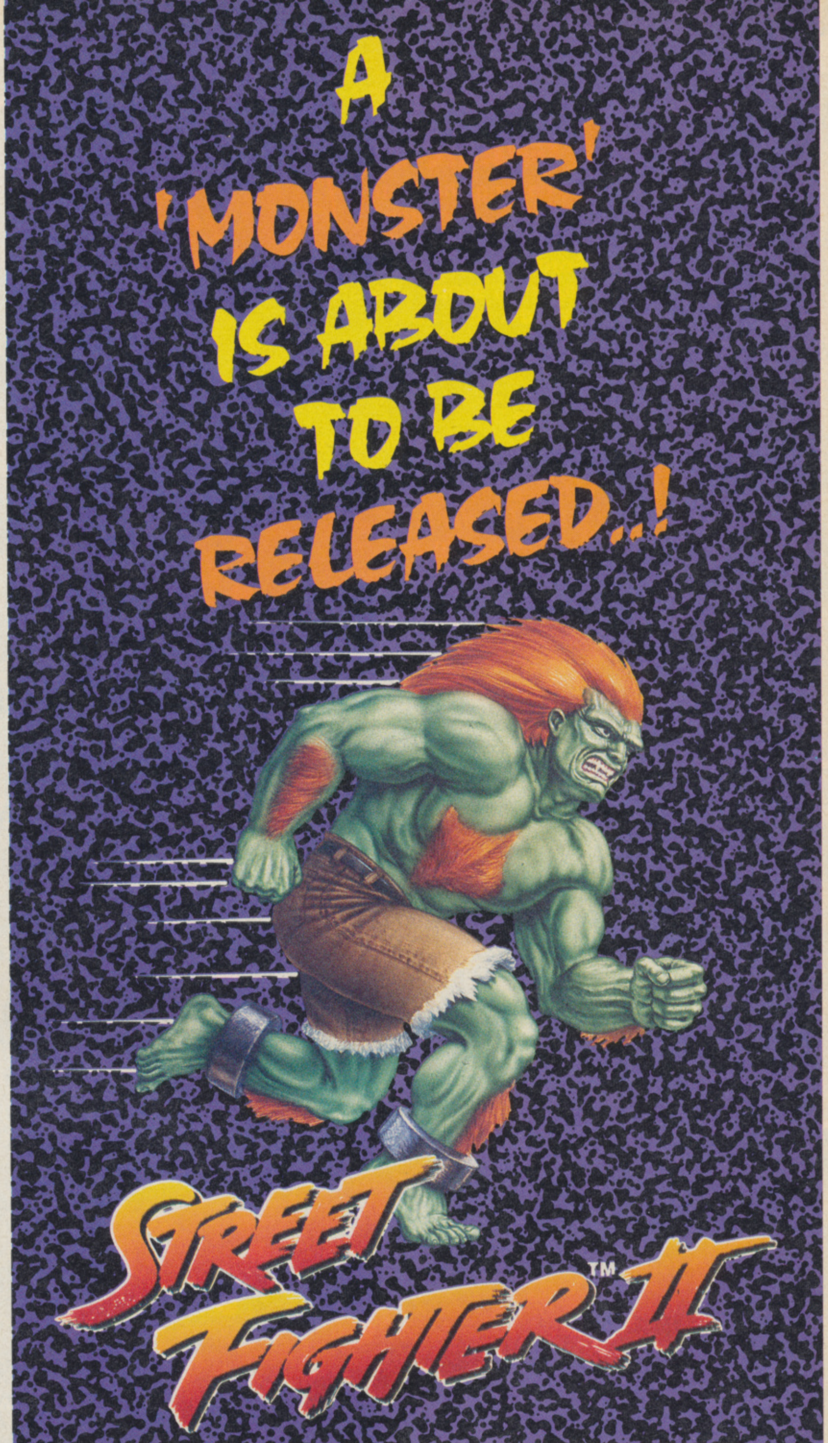
Appetite whetted? Well, sleep easy knowing that one day soon, maybe today, maybe tomorrow, maybe in a month, there'll be a full review of *Graeme Souness International Soccer*. (It'll probably be in a month, to be honest).

JAMES LEACH

Game	Graeme Souness International Soccer
Publisher	Zeppelin
Price	£3.99 cassette
Available	November
Contact	091 385 7755



As the tension got to him the goalie suddenly had a flashback. 1971, Vietnam. In goal against the NVC Army. It was a friendly that was to last four gruelling years.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EARLY WARNING! SCANNER

GOOD GRACIOUS

Christmas is coming, the scanner's getting fat. What impressive software lies in Santa's big, erm, hat? Forget Yuletide surprises because our scope tells you all you need to know...

WWF2

Ocean

They're big, they're mean and they're not afraid to wear make-up and growl for the cameras. Yes, WWF is returning. It should be faster and have more moves. It's gonna get ya!

DOC CROC

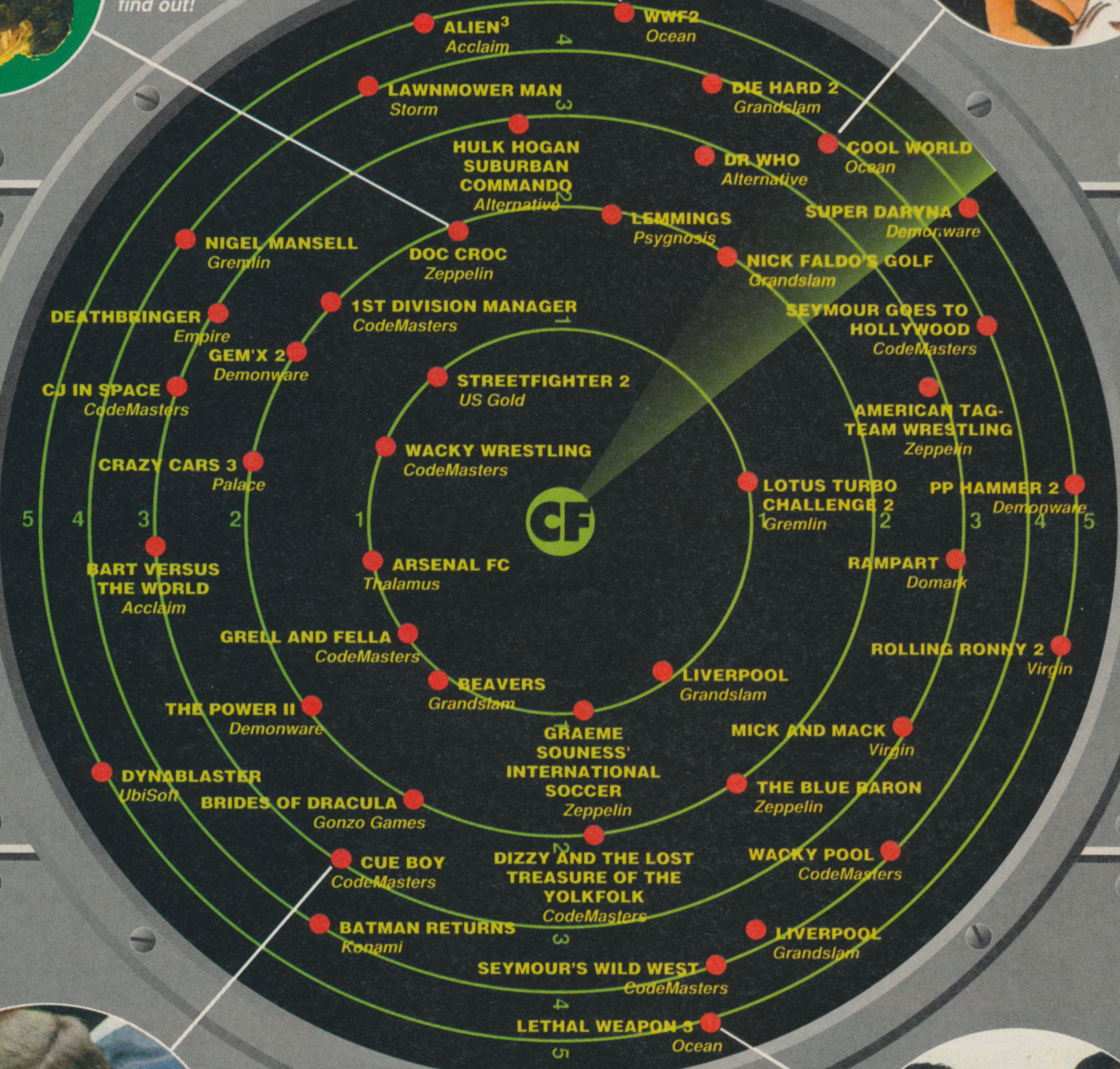
Zeppelin

Round the Bend *is back with this scathingly satirical view of the Battle of Jutland. Or it might be a platformer about the Doc. See the Powerpack to find out!*

COOL WORLD

Ocean

Kim Basinger cartoon fantasy ahoy! The girl with the curves is coming to the 64!


5
4
3
2
1
ALIEN^3 Acclaim
WWF2 Ocean
LAWNMOWER MAN Storm
DIE HARD 2 Grandslam
HULK HOGAN SUBURBAN COMMANDO Alternative
DR WHO Alternative
COOL WORLD Ocean
SUPER DARYNA Demonware
LEMMINGS Psygnosis
NIGEL MANSELL Gremlin
DOC CROC Zeppelin
NICK FALDO'S GOLF Grandslam
DEATHBRINGER Empire
1ST DIVISION MANAGER CodeMasters
SEYMOUR GOES TO HOLLYWOOD CodeMasters
GEM'X 2 Demonware
CJ IN SPACE CodeMasters
STREETFIGHTER 2 US Gold
AMERICAN TAG-TEAM WRESTLING Zeppelin
WACKY WRESTLING CodeMasters
CRAZY CARS 3 Palace
LOTUS TURBO CHALLENGE 2 Gremlin
PP HAMMER 2 Demonware
CF
BART VERSUS THE WORLD Acclaim
ARSENAL FC Thalamus
RAMPART Domark
GRELL AND FELLA CodeMasters
ROLLING RONNY 2 Virgin
LIVERPOOL Grandslam
BEAVERS Grandslam
THE POWER II Demonware
GRAEME SOUNESS' INTERNATIONAL SOCCER Zeppelin
MICK AND MACK Virgin
DYNABLASTER UbiSoft
BRIDES OF DRACULA Gonzo Games
THE BLUE BARON Zeppelin
CUE BOY CodeMasters
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK CodeMasters
WACKY POOL CodeMasters
BATMAN RETURNS Konami
LIVERPOOL Grandslam
SEYMOUR'S WILD WEST CodeMasters
LETHAL WEAPON 3 Ocean

CUE BOY

CodeMasters

Snooker and Pool as you've never seen it before. (viewed from under the table? – Ed.) *No, it's just that the 64 needs another good clicking balls and chalking cues sim. This could be it.*

LETHAL WEAPON 3

Ocean

Riggs and Murtaugh are back. This time they're on traffic patrol after cocking up a bomb defusing. But don't expect things to be quiet!

> ELSPA <
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

He's still there! More tenacious than limpet superglued to a sticky bun, *Arnie* clings on to the top spot for the 349th month. (Or does it just seem that way?)

Graeme Souness (of *Soccer Manager* fame) models for Brian Mills catalogues. Gary Lineker is a model footballer. Graham Taylor builds Airfix models.

DJ Puff, fresh from a bit of really wick-eeed toasting (the flame-throwing breath comes in handy and does the bread in no time), flies back up to number six.

Lisa once gave James a spin in one of her Lotuses. He said it was just like *Lotus Turbo Challenge*. (*Remind me never to get in a car with Lisa, then – Ed.*)

It's exciting. It's nail-biting. It's *Championship 3D Snooker*. It's not a very good sim of the real thing, then, which is about as exciting as the Test Card.

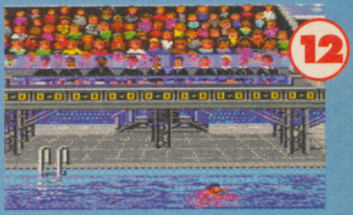
CF'S TOP 80 GAMES

1	**ARNIE** ▶	Zeppelin	£3.99	CF21 83%
2	**GOLDEN AXE** ▶	Tronix	£3.99	CF20 89%
3	**RAINBOW ISLANDS** ▶	Hit Squad	£3.99	CF19 92%
4	**GRAEME SOUNESS SOCCER MANAGER** ▲	Zeppelin	£3.99	CF24 71%
5	**DIZZY DOWN THE RAPIDS** ▲	CodeMasters	£3.99	CF17 91%
6	**DJ PUFF** ▲	CodeMasters	£3.99	CF22 88%
7	**GO FOR GOLD** ▲	Kixx	£3.99	not reviewed
8	**LOTUS TURBO CHALLENGE** ▲	GBH	£3.99	CF21 90%
9	**CHAMPIONSHIP 3D SNOOKER** ▲	Zeppelin	£3.99	CF19 88%
10	**SUPER OFF ROAD** ▼	Tronix	£3.99	CF20 38%

11	F16 Combat Pilot	Action 16	£3.99
12	The Olympiads	Microvalue	£3.99
13	Summer Camp	Kixx	£3.99
14	Italia '90	Tronix	£3.99
15	Bubble Dizzy	CodeMasters	£3.99
16	Toki	Ocean	£14.99
17	Shoot-'Em Up Con Kit	GBH	£4.99
18	Creatures 2	Thalamus	£10.99
19	New Zealand Story	Hit Squad	£3.99
20	Test Master	E&J	£3.99
21	James Pond – RoboCod	Millennium	£11.99
22	International 3D Tennis	GBH	£3.99
23	RoboCop	Hit Squad	£3.99
24	Combat Pack 3	Zeppelin	£3.99
25	Multi-Player Soccer	Cult	£3.99
26	Quattro Megastars	CodeMasters	£3.99
27	Bubble Bobble	Hit Squad	£3.99
28	Magic Land Dizzy	CodeMasters	£3.99
29	Manchester United	GBH	£3.99
30	Emlyn Hughes Soccer	Touchdown	£3.99
31	Pro Tennis Tour	Hit Squad	£3.99
32	Treble Champions	E&J	£3.99
33	WWF Wrestlemania	Ocean	£10.99
34	Dizzy's Excellent Advent	CodeMasters	£9.99
35	Seymour GT Hollywood	CodeMasters	£3.99
36	Microprose Soccer	Kixx	£3.99
37	Viz	Tronix	£4.99
38	Space Crusade	Gremlin	£10.99
39	World Cricket	Zeppelin	£3.99
40	The Addams Family	Ocean	£10.99
41	Jack Nicklaus Golf	Hit Squad	£3.99
42	Ultimate Golf	GBH Gold	£4.99
43	American 3D Pool	Zeppelin	£3.99
44	Championship Wrestling	Kixx	£3.99
45	Gunship	Kixx	£3.99
46	Turrican 2	Kixx	£3.99
47	Multimix 1 Golf	Kixx	£4.99
48	Chase HQ	Hit Squad	£3.99
49	RoboCop 2	Ocean	£19.99
50	Frankenstein	Zeppelin	£3.99
51	Bod Squad	Zeppelin	£3.99
52	Battle Command	Ocean	£14.99
53	RoboCop 3	Ocean	£14.99
54	Slightly Magic	CodeMasters	£3.99
55	Dizzy Collection	CodeMasters	£9.99
56	Total Recall	Hit Squad	£3.99
57	Midnight Resistance	Hit Squad	£3.99
58	Fantasy World Dizzy	CodeMasters	£3.99
59	Hit Pack 1	Zeppelin	£3.99
60	4 Quattro Fighters	CodeMasters	£3.99
61	SCI	Ocean	£19.99
62	Ghouls 'n' Ghosts	Kixx	£3.99
63	Batman – The Movie	Hit Squad	£3.99
64	Supercars	GBH	£7.99
65	Edd The Duck	Zeppelin	£3.99
66	Murray Mouse	CodeMasters	£3.99
67	Stunt Car Racer	Kixx	£3.99
68	Turrican	Kixx	£3.99
69	Four Game Pack 3	Atlantis	£3.99
70	Match of the Day	Zeppelin	£10.99
71	The Simpsons	Ocean	£10.99
72	Europe Football Champs	Domark	£10.99
73	International Ice Hockey	Zeppelin	£3.99
74	Double Dragon 2	Tronix	£3.99
75	Treasure Island Dizzy	CodeMasters	£3.99
76	Moonwalker	Kixx	£3.99
77	Sports Pack 5	Zeppelin	£3.99
78	Myth	Kixx	£3.99
79	The World Cup	D&H Games	£3.99
80	Sly Spy	Hit Squad	£3.99

THE KEY

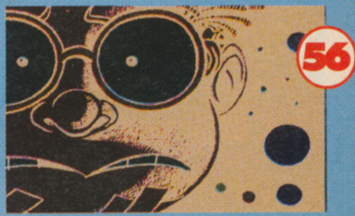
GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STANDING STILL ▶



The Olympiads suffers from the same problem as the real Olympics – there aren't any sports that us Brits are really good at, like Darts and Dominoes.

The good, the bad and the decidedly humdrum. *Spaghetti Western Simulator* is one of the rather yawnsome offerings on *Combat Pack* three.

Igor was an enthusiastic body collector. Any old Prof Frankenstein didn't want he would press carefully between the pages of large book and stick in his Body Album.



There's a new entry at number 56, but I can't quite remember what it's about. The picture looks familiar but there's something not quite right, I'm sure...

MATCH OF THE DAY
ZEPPELIN
70

Did you know that on the very first *Match of the Day*, the Romans beat the Scots 3-0. A young Jimmy Hill's comment was, "Estus boysus donnis goodus."

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This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play*.

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INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

For the best in Player's Guides, news, features, comment on existing games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as *Super Play*. For those who've been following the Super NES, the launch of *Super Play* was when everything *really* got started. For the competition, it's going to be a long, heart-breaking year.

SUPER PLAY: CATCH THE EXCITEMENT FOR YOURSELF.

Andy Roberts' Gamebusters

TIP DIP STEG THE SLUG
(CODEMASTERS)

Thanks to Warren Pilkington, here we have all of the passwords for this entertaining little feed-'em-up. Alternatively, enter POSH MOTOR as a password to activate the cheat mode – F1 can then be used to skip levels.

LEVEL 2 – RDNUHCCMGU
LEVEL 3 – EDOUTIOCKO
LEVEL 4 – HDPFUVLCCM
LEVEL 5 – ODQMFUVLIC
LEVEL 6 – MEBHETPIAG
LEVEL 7 – LECGODTRHK
LEVEL 8 – NEDGFLDVRL
LEVEL 9 – OEFVHAGHLV
LEVEL 10 – PEGTTHIGLD

TIP DIP BATTLE COMMAND
(OCEAN)

If you're finding this arcade/strategy game a little tough, heed this sound advice from Steven Flanagan of Sheffield fame. Before you attempt the mission make sure you know what the targets are and which ones have to be taken out first. Study the map carefully and choose the roads to get you to the targets, making a note of where the bridges are.

On the battlefield you'll find it difficult to avoid all the shells and missiles, so it's a good idea to stock up on defence equipment.

The SLAM LASER is excellent, and will destroy all incoming shells and missiles when activated, but there are only 60 shots, so use it sparingly and towards the end of a mission.

The PHANTOM CHAFF DISPENSER fires 'metal confetti' that confuses the radar-controlled missiles.

The SPECTRE IR DECOY FLARES distract infa-red seeking missiles and shells, and you should fire these before the missiles get too close (as it takes a few moments for the flares to activate). Most shells fired by the tanks can be avoided by turning away from the shell's flight path. Missiles, however, are impossible to avoid, and you really need the help of a chaff or slam laser. Never activate the slam laser and the other defences together, as this wastes flares and chaffs.

DRAGONFLY MISSILES are a tad expensive, and are essentially toys; while you are guiding the missile, your tank is vulnerable to attack. But the missile can be guided up or down as well, so it's possible to destroy planes with it.

The MORTAR is very fiddly and time consuming – you'll probably get blown to bits by the time the mortar has been launched. It's extremely useful for destroying those tanks which hide behind hills (the shell can be fired over the hill to hit the tank behind).

BANSHEE MISSILES are available in two types, infa-red and radar-controlled. Infa-red are the best choice, because you get more of them. Banshee missiles are superb for destroying ground vehicles – once you have locked on and fired, you can forget about the missile and move on to another target.

The PHOENIX are surface-to-air missiles (SAM), although they can be fired at ground vehicles too. They are almost identical to the banshee missiles, but choose banshees as opposed to SAMs, unless you're expecting lots of spotter/attack aircraft.

The PULVERISER is almost essential, as it has dozens of rounds. It's great for shooting stationary tanks and buildings, but useless on moving tanks or armoured cars.

TIP DIP BIFF (DEMO)
(POWERPACK 23)

Still stuck on this Spectrum-esque arcade adventure? Fear not, here's the solution courtesy of Jack Turner:

From the start, Down, Down, Down, Left, Left, get CARD, Right, Right, get WIRE CUTTERS, Up, Up, Up, Press SPACE, Press SPACE, then bounce left to complete the demo! Now how about a solution for the full game?

TIP DIP MAZE MANIA
(POWERPACK 20)

If it's a manic maze-type cheat you're after, then look no further. On the title screen, plug your joystick into PORT 1, then move it in a circular motion and press fire a couple of times – the border should turn grey to indicate that the cheat-mode is now active. Plug your joystick back into PORT 2, and you can now press space to jump to the next level.

GO ON, IMPRESS US!

Steve Flanagan is this issue's lucky recipient of some valuable (ish) software vouchers. To emulate his good fortune send us your maps, tips, solutions, and POKEs to: Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Andy Roberts pulls your games inside out, turns them upside down and drags them through the fourth dimension to bring you all the latest cheats, hints, maps and tips.

REGULARS

TIP DIP 19
It's new! It's exciting. Oh, all right – it's the same old hotch potch of miscellaneous hints and tips under a new name.

FRAMEBUSTERS 28
The new expanded version offering two-pages' worth of listings POKEs to help you survive even the toughest of games.

SAMARITAN'S CORNER 30
Where you get the chance to be philanthropic (we'll pretend there isn't a prize up for grabs as well).

TIPS GUIDE

SPACE CRUSADE 20
The final six missions of this excellent role-playing game dissected, plus the rundown on commander weapons and orders.

MAPPED

DJ PUFF 23
The journey through the last two levels of this cute platform game revealed.

SPECIAL FEATURES

ACTION REPLAY POKES 24
Power-packed POKES for over 70 of our cover cassette programs!

GAMEBUSTERS INDEX 26
Part two of our complete guide to everything that's ever appeared in these pages.

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SPACE CRUS

Andy Roberts dons his hydraulic body armour for the last time to provide you with tips aplenty for the final six missions, ways to impress your friends with hand to hand combat and a recipe for Alien Scum au Gratin.

COMMANDER WEAPONS

POWER AXE & BOLT PISTOL

HAND-TO-HAND: 2 HWD
FIREPOWER: 2 LWD
COMMENT: This is best used with the Ultra Marines, owing to their good all-round combat abilities. The Power Axe can be combined with the Melta Bombs, and the Bolt Pistol combined with the Digital Weapons (which also improves hand-to-hand combat abilities).

POWER SWORD & POWER GLOVE

HAND-TO-HAND: 2HWD & 2LWD
FIREPOWER: None
COMMENT: This powerful combination is ideally suited to the Blood Angels, as their main area of expertise is hand-to-hand combat. If you have the Bionic Arm and Photon Grenades, the power sword and power glove can be coupled with Melta Bombs to attack the Dreadnought – chances are, you'll win.

HEAVY BOLTER

HAND-TO-HAND: None
FIREPOWER: 2HWD
COMMENT: This is the only weapon that is compatible with the Combi Weapon, and is therefore best suited to the Imperial Fists. It can then be used as either a Heavy Bolter or a Plasma gun, proving immensely useful in changeable situations.

THE MISSIONS

If you've been following the instructions that we've gaven you in the first two briefing sessions of this series then you should have survived missions one to six no hassle, and with any luck you'll have some Honour Badges to splash out on some hi-tech gadgetry. But you still need some tips for the later missions, right? Hold on to your hats, we're going in...

MISSION 7
INTERCEPTION

POINTS REQUIRED: 100
PRIMARY MISSION: Kill at least 15 aliens
SECONDARY MISSION:
Destroy radioactive source

From this mission onwards, 100 points are required to successfully complete the missions, which means that almost every alien has to be killed – there's no room for the faint-hearted now. The radioactive source on this level causes many 'ghost' blips on the scanner, so it's a good idea to head towards it (and ultimately destroy it). The source is located in the central block of rooms at the bottom of the map, but watch out for the Dreadnought in the bottom corridor. Oh, and try opening one of the outer doors just for fun – see those Androids run like mad!

MISSION 8
EXTERMINATE

POINTS REQUIRED: 100
PRIMARY MISSION: Kill 10 Soul Suckers
SECONDARY MISSION:
Destroy Nuclear Powerpack

For this mission, it's a good idea to equip your commander with a good hand-to-hand weapon, along with an assault cannon/ plasma gun equipped with targeters. The Soul Suckers are concentrated around the room at the bottom of the map – not surprising, as it contains the Nuclear Powerpack you have to blast and some Soul Sucker eggs. Destroy the Powerpack and eggs to begin with, then pull your men out one by one. Chances are, you'll be able to kill enough Soul Suckers as you retreat.

MISSION 9
LOCATE & EXTERMINATE

POINTS REQUIRED: 100
PRIMARY MISSION: Destroy all Eggs
SECONDARY MISSION:
Kill 10 Soul Suckers

This level is horrendously difficult, so make sure that you pack some mean firepower. Again, give your Commander a decent hand-to-hand weapon (ideally the Power Glove and Power Sword), as this is the only effective way to defend him against the dozens of Soul Suckers lurking about. The huge room at the centre of the map is the hatchery and should be approached from the bottom-left (if you want to live, that is). Send the heavy weapons-bearing Marines in first, followed by your Commander (and stay away from the Dreadnought at all costs – he's deadly accurate). This is one mission where an extra marine chapter can mean the difference between success or failure.

MISSION 10
SABOTAGE & WITHDRAW

POINTS REQUIRED: 100
PRIMARY MISSION: Destroy weak spot
SECONDARY MISSION:
Seek & Destroy Dreadnought

The safest route to take on this mission is around the right-hand edge of the map; the most deadly alien you'll encounter this way is an Orc. The weak spot is situated in the large room at the top of the map, and is heavily guarded by a Dreadnought (with heavy weapons), along with a sprinkling of Orcs, Gretchins and the odd Chaos Commander – it's a good idea to dispose of these before you attempt to destroy the weak spot. Once the vacuum begins to spread, retreat quickly (using the 'Move It!' order if necessary) and return to the docking claw via the same route. Venture through the centre of the map and you'll encounter Androids, Soul Suckers and Chaos Marines. So... erm... don't.

MISSION 11
DESTROY ALIEN SHIP 17

POINTS REQUIRED: 100
PRIMARY MISSION:
Activate ship self-destruct
SECONDARY MISSION:
Kill three infected Androids

This mission is very, very tricky to pull off without losing valuable marines. The first point to bear in mind is that the self-destruct panel, when destroyed, releases a vacuum which spreads faster than usual. The second point is that a particularly nasty Dreadnought lurks in the room to the left of the self-destruct panel. Therefore, firepower is of paramount importance, but be cautious with your heavy weapons marines – the vacuum moves faster than them (unless, of course, you're playing with the Imperial Fists, in which case use the Suspensors). If you're aiming to complete the secondary mission as well, make sure that you complete it BEFORE the primary mission.

MISSION 12
DESTROY CUBE OF CHAOS

POINTS REQUIRED: 100
PRIMARY MISSION: Destroy the Cube
SECONDARY MISSION: Activate self-destruct

Surprisingly, this final mission isn't as difficult as you might think it should be, but nevertheless it pays to take in an extra marine chapter just to be on the safe side. There is only one 'route' to the Cube of Chaos, but watch out for Soul Suckers and Chaos Marines appearing suddenly from side rooms. The only other obstacle is a Dreadnought (surprise, surprise), but apart from that the Cube is a doddle to destroy. Attempting the secondary mission is not recommended, although you may need the extra points. If you decide to tackle it, the self-destruct mechanism is situated in the engine room at the bottom-left corner of the map.

A FEW MORE POINTS OF INTEREST

Here's the points run-down table for the last six missions showing the scores you get for blasting the aliens on each level. (This chart also includes eggs, which you'll encounter on levels eight and nine.) As we told you last month, you have to score a designated amount of points in order to win a mission (in addition to completing the primary mission objective). Again note that RUBBLE includes things such as control panels, canisters and the self-destruct mechanism – these may be worth more points if destroying them is the secondary mission.

ALIEN	MISSION 7	8	9	10	11	12
EGGS	–	0	2	–	–	–
RUBBLE	15	15	–	15	15	15
GRETCHIN	2	1	1	1	1	1
ORK	2	1	–	1	1	1
ANDROID	2	1	1	1	2	1
CHAOS MARINE	2	1	1	1	1	1
CHAOS MARINE (HW)	2	1	1	1	1	1
CHAOS COMMANDER	2	1	1	1	1	1
SOUL SUCKER	2	4	3	2	–	4
DREADNOUGHT	2	–	4	5	5	4

ORDERS

● **FIRE** – Particularly useful when your team is trapped in a room full of assorted aliens, and is best used to clear a path out of a dangerous area. It's also your best bet if you have a Dreadnought to kill and only a couple of men left to do the job.

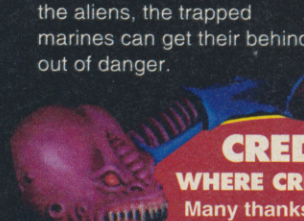
● **MOVE IT** – If your chapter becomes surrounded by aliens, or if an outer door has just been opened, this order will be immensely useful for making a hasty retreat. You may also need to use it when returning to the docking claw (if the amount of turns remaining is low).

● **PHOTON GRENADES** – Exclusive to the Blood Angels, this is best used by your Commander on the Dreadnought (or any relatively hard alien). Combine this with Melta Bombs for maximum impact.

● **CLOSE ASSAULT** – This should only be used in desperate situations where it is necessary to attack twice (or attack and shoot) in the same turn, particularly when surrounded by Gretchins and Orks (such as on missions seven, nine and 11). Oh yes, and it can only be used by the bolter-bearing marines. Sorry, but that's the way it is.

● **HEAVY WEAPON** – Exclusive to the Ultra Marines, this can be a life-saving order. It allows a heavy weapons marine to move and shoot twice (in any order) in one turn. It's invaluable in the hatchery on level nine (when combined with the assault cannon), or for use on a heavy weapon-bearing Dreadnought. Combine with a targeter for maximum effect. Actually, did you spot the deliberate (ahem) mistake in the game? That's right - this order belongs to the Fists.

● **BY SECTIONS** – This comes in very useful on the later missions, in particular when some men are trapped by aliens while others are not. A marine may move twice or fire twice; the safe marines can blast the aliens, the trapped marines can get their behinds out of danger.



CREDIT
WHERE CREDIT'S DUE
Many thanks to the programmer, Mike Chilton, for his valuable assistance, and a big thanks to Andrew 'Yooz' Davies and Graham 'Spice' Davies for their advice, suggestions and tips.

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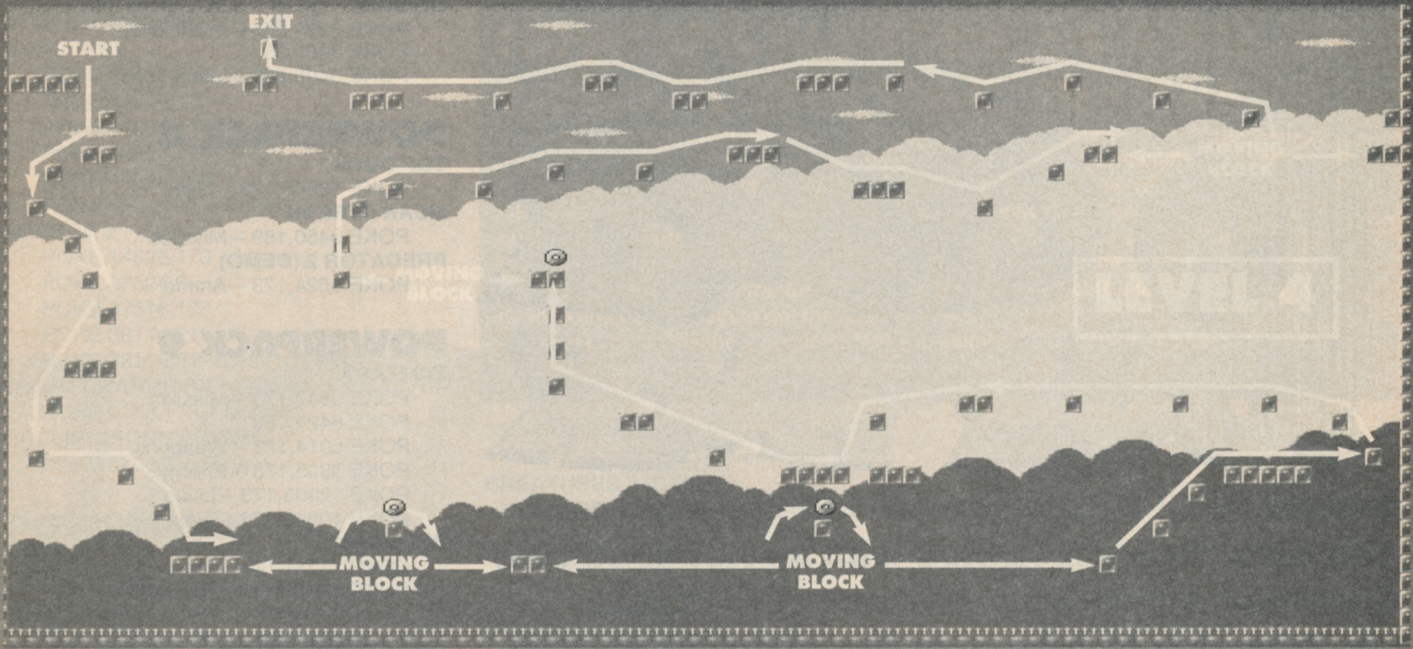

START
EXIT
LEVEL 4
MOVING BLOCK
MOVING BLOCK

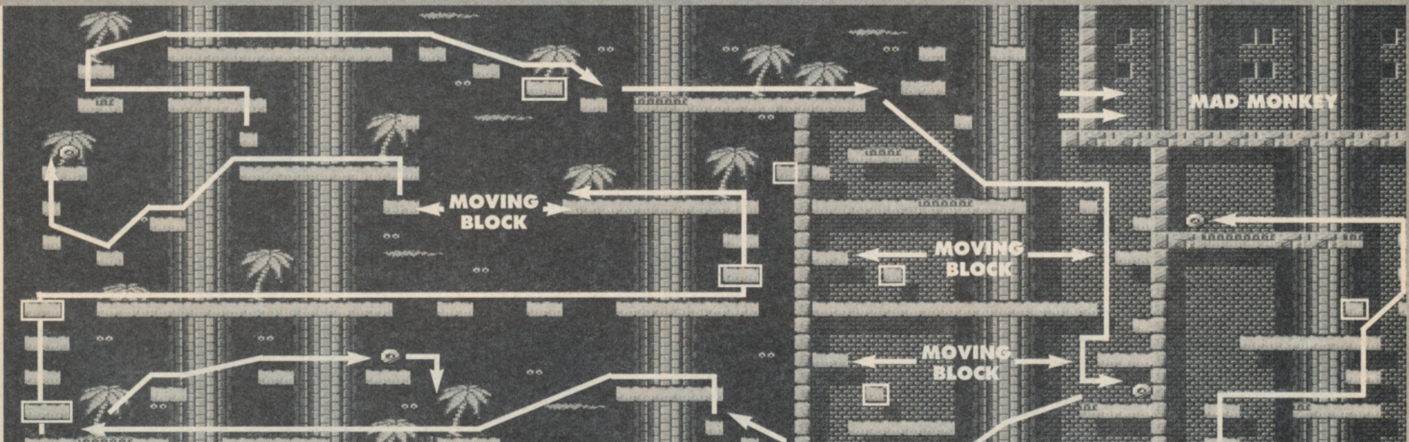
DJ PUFF

KEY

THE ROUTE →

BONUS BLOCKS ☐

Back on Volcanic Island DJ Puff is still searching for his lost CD collection. Last month we helped you help him get as far as level three, but he's still missing his treasured Nolans discs (among others). But never fear, Roberts is here – the Commodore Cartographer strikes again and the routes for are revealed for the last two levels.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POKE 41987,173 – Energy
REBEL
POKE 40379,165 – Lives
POKE 44467,165
POKE 44604,169
POKE 44605,0 – Reflectors
ST DRAGON (DEMO)
POKE 10469,173 – Lives

POWERPACK 2

EMPIRE
POKE 15446,96 – Shields
THE BLOB
POKE 11653,173 – Lives
POKE 13035,146 – Edible ghosts

POWERPACK 3

SPLIT PERSONALITIES
POKE 7031,173 – Lives
GUTZ
POKE 48372,165 – Lives
POKE 65436,0 – Map Time
MIDNIGHT RESISTANCE (DEMO)
POKE 10141,173 – Lives
SPIDERMAN (DEMO)
POKE 27099,173 – Harmless fire

POWERPACK 4

BOUNDER
POKE 2099,173 – Lives
POKE 7543,173 – Jumps

POWERPACK 5

SHOCKWAY RIDER
POKE 6816,173 – Lives
VIZ (DEMO)
POKE 5636,173
POKE 5795,173 – Lives

POWERPACK 6

CHAMELEON
POKE 3184,173 – Lives
SHADOW DANCER (DEMO)
POKE 17063,173 – Lives
POKE 7367,173 – Magic

POWERPACK 7

5TH GEAR
POKE 42769,173 – Time
POKE 15171,173 – Lives
POKE 7134,173 – Missiles
BLUE MAX
POKE 17925,173 – Fuel
POKE 25584,173 – Bombs
CRYSTAL CASTLES
POKE 41624,165 – Lives
URIDIUM
POKE 3394,255 – Invincibility
POKE 3400,255
POKE 3406,255 – Lives

POWERPACK 8

TOP DUCK
POKE 18845,173 – Lives
MEAN STREAK
POKE 9450,189 – Missiles
PREDATOR 2 (DEMO)
POKE 9524,173 – Ammo

POWERPACK 9

ZAMZARA
POKE 5847,173 – Missiles
POKE 6424,189
POKE 5014,173 – Weapons
POKE 9825,173 – Energy
POKE 12303,173 – Lives
POKE 10641,173 – Time
BULLDOG
POKE 11387,173 – Lives
POKE 5346,173 – Invincibility

POWERPACK 10

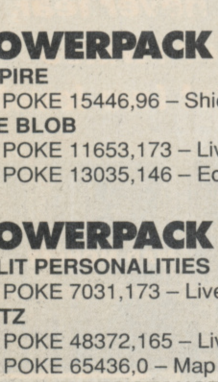
ANARCHY
POKE 6964,173 – Lives
POKE 6492,173 – Time
PARK PATROL
POKE 58474,173 – Lives
EXILE (DEMO)
POKE 41911,255 – Jet-Pack energy
POKE 41880,255
POKE 41912,255 – Gun & bullets
POKE 41881,255
POKE 41913,255 – Icer & bullets
POKE 41882,255
POKE 41914,255 – Blaster & energy
POKE 41884,255
POKE 41916,255 – Shield & energy
POKE 41879,255 – Booster
POKE 46803,173
POKE 41898,15 – Plasma balls

POWERPACK 11

LIGHTFORCE
POKE 14235,173 – Lives
POKE 14189,169
POKE 14190,0 – Invincibility
POKE 14181,0 – Smart Bomb
PITFALL 2
POKE 39495,0 – Energy
OVER THE NET (DEMO)
POKE 37498,200
POKE 37520,200 – Longer sets

POWERPACK 12

SPINDIZZY
POKE 38195,96 – Time
PP HAMMER (DEMO)
POKE 8818,173 – Lives
SPEEDBALL 2 (DEMO)
POKE 8994,165 – Time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BOUNDER
POWER PACK
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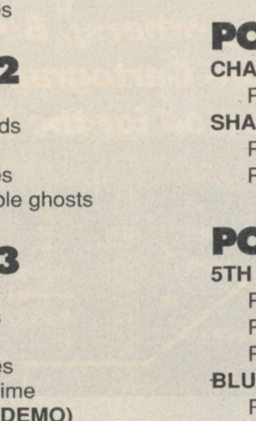
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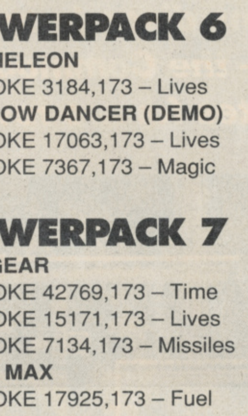
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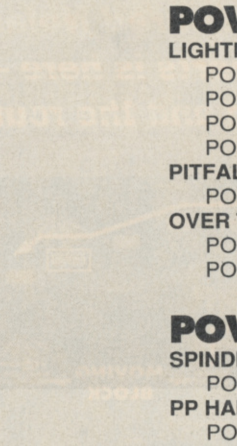
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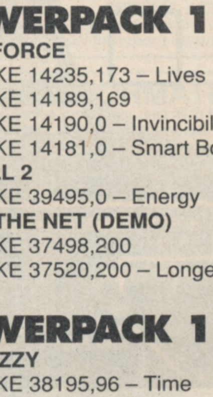
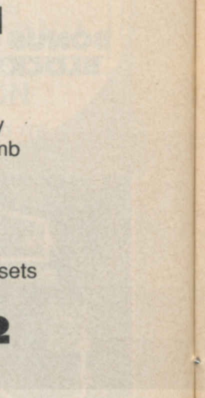

Commodore
POWER PACK
2 DEMOS!


Commodore
POWER PACK
3 DEMOS!
BUG BOMBER

POWERPACK 13

SUNBURST
POKE 38419,173 – Lives
POKE 44245,173
POKE 44286,173
POKE 44293,173
POKE 44544,180
POKE 44545,37 – Energy

HACKER 2
POKE 14626,173 – Lives
POKE 37524,0
POKE 37516,173
POKE 38114,21
POKE 38119,21 – Lock monitors

TURBOCHARGE (DEMO)
POKE 3783,173 – Missiles

ROLLING RONNY (DEMO)
POKE 6798,0 – Time

POWERPACK 14

ALIENS
POKE 42043,189 – Ammo
POKE 42386,189 – Stamina
POKE 35709,189 – Easier game

TERROR OF THE DEEP
POKE 5470,173 – Oxygen
POKE 6590,173 – Bombs
POKE 5725,173
POKE 6003,173
POKE 6031,173
POKE 6454,173
POKE 6567,173 – Electricity

TILT (DEMO)
POKE 39938,173 – Lives

TURTLES (DEMO)
POKE 15588,0 – Lives

POWERPACK 15

EQUINOX
POKE 13563,165 – Lives
POKE 16497,96 – No nasties

DANDY
POKE 5697,173
POKE 5718,173
POKE 8764,173
POKE 9801,173
POKE 11911,173 – Energy

WORLD CLASS RUGBY (DEMO)
POKE 26609,173 – Time

POWERPACK 16

MISSION IMPOSSABUBBLE
POKE 40521,173 – Lives

HEAD THE BALL
POKE 40270,0 – Lives
POKE 39044,165 – Time
POKE 37872,0 – Weapons

Commodore Format
2 COMPLETE GAMES!
ANCIPITAL
POWER PACK
3 DEMOS!
SPINDIZZY
EXTRA
POWER PACK
JOHNNY REB
Demonware • Imageworks
Domark • Electric Dreams • Storm

CHEERS!

Many thanks to Martin Pugh, Christopher Wilkinson, M Billson, Elvedin Corhodzic, Brian Duggan, Mike Chamberlain, Mark Butler, Andrew Bozhko, Mark Smith, Alun Bayford and Warren Pilkington for their contributions.

HOW TO GIVE YOUR 64 A REALLY GOOD, ACTION-PACKED POKE

If you've never encountered Action Replay POKEs before, here's how to use them:

First buy your Action Replay Cartridge. It helps matters immensely if you actually own one. Insert the cartridge into the expansion port of your 64 (with the power switched OFF) and load the game of your choice. When it has loaded, press the FREEZE (left) button on the cartridge to bring up the freeze menu. From here, press 'E' to enter the POKEs option, then simply type in the required POKE(s). Some games require more than one POKE; *Defenders of the Earth*, for example, has two POKEs for infinite lives - you need to enter them both to get the desired effect.

When you've finished, press RETURN to exit the POKEs mode and press 'F3' to restart the game. It's so easy, even James can do it... erm... almost.

1ST SAMURAI (DEMO)
POKE 12199,255 – Lives

CREATURES 2 (DEMO)
POKE 11005,234
POKE 11006,234
POKE 11007,234 – Lives

POWERPACK 17

BATTLE VALLEY
POKE 14817,165
POKE 17654,165 – Ammo
POKE 17838,165
POKE 17848,165 – Energy
POKE 24621,173
POKE 24627,173 – Time

CYBERDYNE WARRIOR
POKE 61895,173 – Energy
POKE 62052,173
POKE 62055,173 – Time
POKE 61754,173 – Ammo

SENSITIVE
POKE 7997,173 – Lives
POKE 7467,173 – Easy game

POWERPACK 18

FIRELORD
POKE 5721,173
POKE 62302,173 – Lives

SPHINX JINX
POKE 28154,173
POKE 28241,173 – Time
POKE 28200,173 – Water
POKE 28182,173
POKE 28637,173
POKE 25891,173
POKE 31417,173 – Health

DEMON BLUE (DEMO)
POKE 5450,173 – Energy
POKE 3737,96 – Invincibility
POKE 4174,96 – Walk through walls

POWERPACK 19

ATTACK OF THE MUTANT CAMELS
POKE 11018,165
POKE 10257,165
POKE 10266,165 – Lives
POKE 7562,173 – Hits

SHEEP IN SPACE
POKE 34960,165 – Stomach
POKE 40361,173 – Lives
POKE 39954,173
POKE 40051,173 – Shields

AQUABLASTA
POKE 16596,0 – Lives

POWERPACK 20

ANT ATTACK
POKE 1543,0 – Everything

MAZEMANIA
POKE 13249,173 – Lives

BOD SQUAD (DEMO)
POKE 28446,173 – Time
POKE 19669,173 – Lives

CATALYPSE (DEMO)
POKE 22292,96 – Lives
POKE 22238,96 – Invincibility

POWERPACK 21

ANCIPITAL
POKE 18679,173 – Lives

ARNIE (DEMO)
POKE 13270,173 – Lives

ADDAMS FAMILY (DEMO)
POKE 7265,173 – Lives

POWERPACK 22

AGENT ORANGE
POKE 33216,165 – Lives
POKE 33570,165 – Seeds

HOVER BOVVER
POKE 32133,165 – Lives
POKE 38680,96 – Invincibility
POKE 36994,173 – Turbo Mode

DJ PUFF (DEMO)
POKE 43152,0 – Lives
POKE 49618,0 – Weapons

POWERPACK 23

DEFENDERS OF THE EARTH
POKE 7280,173
POKE 15972,173 – Lives
POKE 15943,173 – Energy

NOBBY (DEMO)
POKE 13667,173 – Lives
POKE 17035,173 – Missiles

BIFF (DEMO)
POKE 46896,173 – Energy

BUG BOMBER (DEMO)
POKE 40214,181
POKE 40220,181 – Energy

POWERPACK 24

FUZZBALL (DEMO)
POKE 14037,165 – Lives
POKE 13415,8 – Hardball

COOL CROC TWINS (DEMO)
POKE 6685,165 – Lives

UGH! (DEMO)
POKE 9709,173 – Lives

We've just been so nice to you. How can you tell? Well, just look at these two pages, packed to bulging like a fish-factory full of penguins, with a list of tips, cheats, maps, POKES and other frighteningly useful things we've told you about in issues 13 to 24. We're blushing at our own generosity.

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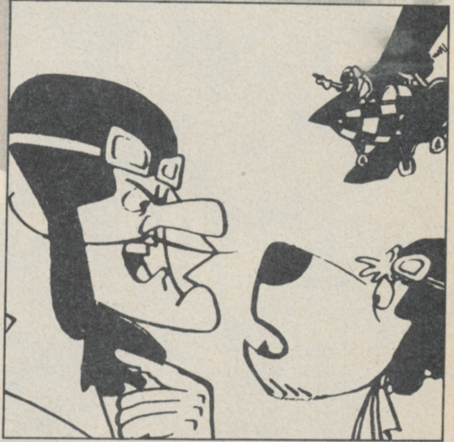
● Some of the maps, tips, and solutions printed in *Commodore Format* are unbelievably huge, some of them sprawling over two or three pages, so the page numbers listed here only refer to the starting page of each feature. Got that? Good. What's the betting that we'll be doing this all over again for issues 25 to 36 in a year's time?



With infinite lives, infinite energy and infinite time not even Dick Dastardly chaining you to a post will stop those way out *Wacky Races*.

POWER PACK

BUG BOMBER

Here's a short but sweet listing POKE for infinite lives. Oh, and try the four-player mode too – it's great fun.

```
0 REM BUG BOMBER CHEAT BY M PUGH
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>3938 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,
  207,003
5 DATA 206,208,003,096,072,077,
  080,169
6 DATA 032,141,064,009,169,002,
  141,065
7 DATA 009,076,230,003,169,181,
  141,022
8 DATA 157,141,028,157,076,000,112
```

FUZZBALL

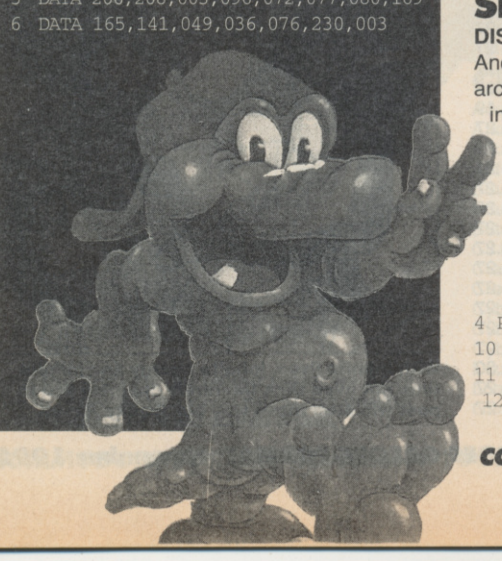
Bit of a toughie this one, so why not type in this life-saving Martin Pugh listing to stop the fuzzballs from killing you? Unless, of course, you like things a little more difficult.

```
0 REM FUZZBALL CHEAT BY M PUGH
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2448 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 008,141,114,063,076,230,003
```

COOL CROC TWINS

For infinite lives on one of the best Powerpack demos to date, type in the following listing, SAVE it, then RUN it – you'll thank us for it one day.

```
0 REM CROC TWINS CHEAT BY M PUGH
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2513 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 165,141,049,036,076,230,003
```



FRAME BUSTERS

Hidden away within the darkest depths of your favourite games are secret powers waiting to be unleashed. Here's where we reveal how to unleash them. And you don't even have to sacrifice any chickens or run around Stonehenge naked on the night of a full moon.

MIDNIGHT RESISTANCE

DISK VERSION

If you can't get very far on this rather excellent arcade conversion, type in the following listing, SAVE it, then RUN it for infinite lives, keys and weapons.

```
0 REM MIDNIGHT DISK CHEAT BY WAZ
1 FOR X=679 TO 742:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>8016 THEN PRINT "DATA
  ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
  A$="N" THEN POKE 723,206
4 INPUT "INFINITE AMMO Y/N";B$:IF
  B$="N" THEN POKE 715,1
5 INPUT "INFINITE KEYS Y/N";C$
6 IF C$="N" THEN FOR X=727 TO 737:POKE
  X,234:NEXT
7 PRINT CHR$(147);"INSERT DISK & PRESS
  A KEY"
8 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,001,162,229,160,002,032,189
12 DATA 255,169,000,032,213,255,169,202
13 DATA 141,206,066,169,002,141,207,066
14 DATA 076,000,064,169,000,141,149,019
15 DATA 141,187,019,169,173,141,185,039
16 DATA 169,234,141,200,181,141,201,181
17 DATA 141,202,181,076,000,008,070,000
```

SLY SPY

DISK VERSION

And if you're playing this Bond-inspired arcade adventure, try this handy POKE for an infinite supply of credits.

```
0 REM SLY SPY DISK CHEAT BY WAZ
1 FOR X=52992 TO 53081:READ
  Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>10058 THEN PRINT "DATA
  ERROR":END
3 PRINT CHR$(147);"INSERT DISK &
  PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 52992
10 DATA 169,000,032,144,255,169,147,032
11 DATA 210,255,169,001,168,162,008,032
12 DATA 186,255,169,006,162,084,160,207
13 DATA 032,189,255,169,000,032,213,255
14 DATA 169,045,141,020,064,169,207,141
15 DATA 021,064,076,000,064,169,032,141
16 DATA 068,007,169,063,141,069,007,169
17 DATA 207,141,070,007,076,007,004,072
18 DATA 173,175,008,201,002,208,005,169
19 DATA 025,141,175,008,104,238,032,208
20 DATA 238,032,208,096,089,079,083,083
21 DATA 069,082
```

MORE MULTIHACK DATALINES

Hold on to your socks – it's another stonking stack of datalines for the Multihack Listing printed in *CF*23. What you didn't get issue 23? Well order a back issue then! Oh, all right. We'll print it again. (But order issue 23 anyway – it was darned spiffy).

And just in case you haven't got a clue where to start, we've prepared this comprehensive "Dweeb-Proof" guide...

1) Type in the main Multihack Listing as printed below - if you're unsure how to do this, check out the "Lick those Listings" feature in *CF*24.

2) Once you've typed in the whole listing (up to line 18), insert a blank cassette and SAVE the listing for any future use.

3) When it has finished saving, DO NOT RUN THE LISTING – it will not work unless a dataline has been added! Look up the dataline(s) for the game you want to cheat on and add these to the multihack listing (just type them in as normal datalines).

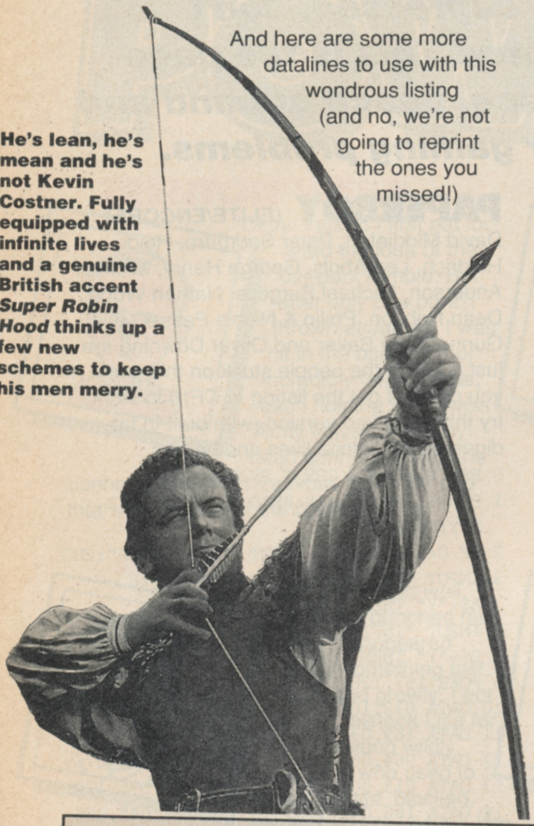
4) Now type RUN, ensuring that the rewound game cassette is in the C2N. If all is well, the message "PRESS PLAY ON TAPE" will appear – do just that, and the game will load automatically with the appropriate cheats.

5) If a "SYNTAX ERROR" or "DATA ERROR" appears, then you've made a typing misteak. Recheck and scrutinise very carefully.

```
0 REM CODEMASTERS MULTIHACK LISTING
1 REM BY WARREN PILKINGTON
2 FOR X=512 TO 580:READ Y:C=C+Y:POKE
  X,Y:NEXT
3 IF C<>7483 THEN PRINT "DATA ERROR":END
```

```
4  READ Y:IF Y=-1 THEN POKE 157,
   128:SYS 512
5  POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

And here are some more datalines to use with this wondrous listing (and no, we're not going to reprint the ones you missed!)



He's lean, he's mean and he's not Kevin Costner. Fully equipped with infinite lives and a genuine British accent *Super Robin Hood* thinks up a few new schemes to keep his men merry.

RED MAX (Infinite lives)

```
20 DATA 169,173,141,208,024,096,-1
```

SKY HIGH STUNTMAN (Infinite takes)

```
20 DATA 169,173,141,106,039,096,-1
```

SPELLBOUND DIZZY (Joystick control)

```
20 DATA 169,001,141,206,080,169,012,141
21 DATA 213,080,141,223,080,141,233,080
22 DATA 169,004,141,216,080,169,008,141
23 DATA 226,080,169,016,141,236,080,
   096,-1
```

SPELLBOUND DIZZY (Infinite lives & energy)

```
20 DATA 169,173,141,196,032,141,196,047
21 DATA 141,083,055,096,-1
```

SPIKE IN TRANSYLVANIA (Infinite lives)

```
20 DATA 169,173,141,240,038,096,-1
```

SUPER G-MAN (Infinite time)

```
20 DATA 169,173,141,244,026,096,-1
```

SUPERHERO (Infinite lives)

```
20 DATA 169,165,141,183,062,096,-1
```

SUPER ROBIN HOOD (Infinite energy)

```
20 DATA 169,173,141,040,096,096,-1
```

SUPER SEYMOUR (Infinite lives and time)

```
20 DATA 169,165,141,025,136,169,000,141
21 DATA 161,139,096,-1
```

SUPER STUNTMAN (Infinite lives and time)

```
20 DATA 169,173,141,063,081,141,021,083
21 DATA 096,-1
```

SUPERTANK (Infinite lives)

```
20 DATA 169,173,141,001,026,096,-1
```

TERRA COGNITA (ORIGINAL) (Infinite lives)

```
20 DATA 169,243,141,059,114,096,-1
```

TERRA COGNITA (QUATTRO) (Infinite lives)

```
20 DATA 169,143,141,164,114,096,-1
```

THUNDERBOLT (Infinite fuel)

```
20 DATA 169,096,141,011,124,096,-1
```

TILT (Infinite Power)

```
20 DATA 169,096,141,071,115,096,-1
```

TREASURE ISLAND DIZZY (ORIGINAL) (Invincibility)

```
20 DATA 169,134,141,167,044,141,026,045
21 DATA 169,045,141,168,044,141,027,045
22 DATA 096,-1
```

TREASURE ISLAND DIZZY (DIZZY COLLECTION) (Invincibility)

```
20 DATA 169,173,141,189,044,169,117,141
21 DATA 049,045,169,045,141,050,045,
096,-1
```

VAMPIRE (Infinite lives)

```
20 DATA 169,173,141,032,033,141,245,040
21 DATA 096,-1
```

WACKY DARTS (Infinite time)

```
20 DATA 169, 165,141,215,080,096,-1
```

WIZARD WILLY (Infinite lives and spells)

```
20 DATA 169,173,141,017,053,141,020,045
21 DATA 096,-1
```

We're nearly at the end of the alphabet now, but tune in next month to discover how many multihackable CodeMasters games we can unearth that begin with X,Y and Z. Be seeing you.

Hey, a vampire. Time to dust down the old, 'If you're finding this game a pain in the neck...' gag.

DEAR GAMEBUSTERS

If you can't get any of our cheats or POKEs to work, or if you're a novice when it comes to games cheats, drop us a line at Dear Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. And here on the new expanded Framebusters page is Dear Gamebusters' new home from now on. (*After all, these are the pages where we give you most of the POKES so it's logical – though Roger still reckons we've unfairly swiped a piece of his page – Ed*). This month we have a couple of enquiries concerning the Multihack Listing from *CF*23....

"We have tried your Multihack Listing cheat and we keep on getting a SYNTAX ERROR in line 14. Could you please help us?"
Stuart Grant, Essex

The Multihack listing has been causing numerous problems, many of them being silly typing errors, and your problem seems to be just that. Line14 is a dataline and should not cause a Syntax Error (or any other error for that matter). Check the line thoroughly for any mistakes, or re-type the datalines from line 13 onwards.

"In *CF*23 you printed a Multihack Listing on page 30. After numerous attempts, all I get after typing it in is to find that lines 2, 3, and 4 don't appear in the listing. Is this something to do with line 4 ending in a '2', which appears as a solitary number before pressing RETURN? Help!"
A Murray, West Yorkshire.

The C64 has a cumbersome text engine, which takes some getting used to. The errors you describe occur when text overflows from one line to the next. Lines 2, 3, and 4 should be typed as CONTINUOUS lines, and you should only press RETURN when you've typed the whole line, not when the cursor reaches the edge of the screen. Refer to last month's 'Lick those Listings' feature – it should put you on the right track.

SAMARITAN'S CORNER

When the chips are down and the fish are feeling a bit depressed, don't worry! This is the page you can turn to for solace, peace of mind and the answers to all your gaming problems.

BARBARIAN (PALACE/KIXX)

Not a bad hack 'n' slash game, but maybe just a smidgen tricky, as Richard Hearty, Veemish Jowaheer, Steven Brewster, Gerald King and James Donaldson have discovered. If you're having similar problems, give this invincibility listing a whirl (and it works on both loads too).

```
0  REM BARBARIAN CHEAT BY M PUGH
1  FOR X=288 TO 345:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6280 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 288
10 DATA 032,086,245,169,049,141,
   123,003
11 DATA 169,001,141,124,003,096,
   072,077
12 DATA 080,169,062,141,244,004,
   169,001
13 DATA 141,245,004,076,224,003,
   064,001
14 DATA 162,009,173,233,135,201,
   056,240
15 DATA 011,142,233,135,169,095,
   141,028
16 DATA 133,076,009,128,142,123,
   134,076
17 DATA 009,128
```

BARBARIAN 2

(PALACE/KIXX)

For the equally gory sequel, here's a listing POKE for infinite lives, as requested by Vincent Johnson, Veemish Jowaheer, Gerald King, Adam Davis, Paws & Rob, Andrew Sands, Lewis McShane, Stephen Garrett and Martin O'Donnell. Wimps.

```
0  REM BARBARIAN 2 CHEAT BY M PUGH
1  FOR X=537 TO 570:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  FOR X=278 TO 287:READ Y:C=C+Y:POKE
   X,Y:NEXT
3  IF C<>4595 THEN PRINT "DATA
   ERROR":END
4  POKE 157,128:SYS 537
10 DATA 032,044,247,056,169,018,
   141,177
11 DATA 003,169,048,141,178,003,
   169,106
12 DATA 141,179,003,032,108,245,
   072,077
13 DATA 080,169,001,141,215,228,
   032,191
14 DATA 003,096,024,001,169,165,
   141,113
15 DATA 138,108,022,000
```

IKARI WARRIORS

(ELITE/ENCORE)

If you're playing the original or re-release version, like Andrew Biss, Derek Gray, Simon Amos, Stuart Atkinson, Jason Raftery, J Panchbhaya and Derek Fitzsimons, type in the following listing, SAVE it, then RUN it for infinite lives and weaponry (and why not team up with a chum to make the game even easier).

```
0 REM IKARI CHEAT BY MARTIN PUGH
1 FOR X=537 TO 607:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>8480 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 537
10 DATA 032,044,247,056,169,018,141,177
11 DATA 003,169,048,141,178,003,169,106
12 DATA 141,179,003,032,108,245,072,077
13 DATA 080,169,032,141,247,185,169,069
14 DATA 141,248,185,169,002,141,249,185
15 DATA 032,191,003,096,141,032,208,072
16 DATA 169,191,141,178,003,169,003,141
17 DATA 179,003,169,181,141,126,035,141
18 DATA 077,036,141,115,196,104,096
```

CYBERDYNE WARRIOR

(POWERPACK 17)

Both Andrew Edwards and Phillip Thomas are having problems getting into the shop. Firstly, make sure that you've collected some money to spend. In order to gain access to the shop, you must collect at least one droid - now walk over to the 'UP' symbol and you should automatically enter the shop (you should buy what you need and leave). In order to enter the shop again, you need to collect another droid. Once all droids have been collected, return to the shop to complete the level.

GREMLINS 2

(ELITE)

Have you got some gremlins in the works? No? Do you want to put some there? Lee Sandham, Chris James and Shahrukh Mallik certainly do. They wrote in for a cheat on this aging film tie-in. And yep, we've got one and we're going to start spreading the news, because for infinite lives, all you have to do is enter your name as SINATRA on the high score table.

PAPERBOY (ELITE/ENCORE)

David Middleton, Peter Spurgern, Heidi Heidrich, Lee Abols, George Henry, Michael Anderson, Michael Burgess, Nathan Wood, Dean Robson, Philip & Nicola Pass, Gavin Gunn, Claire Baker and Oliver Downing are just a few of the people stuck on this game. If you couldn't get the listing in *CF*16 to work, try this improved version (with built-in fat digester) for infinite lives and papers.

```
0 REM PAPERBOY CHEAT BY M PUGH
1 FOR X=380 TO 419:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>4114 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
  A$="Y" THEN POKE 411,140
4 INPUT "INFINITE PAPERS Y/N";B$:IF
  B$="Y" THEN POKE 416,140
5 POKE 157,128:SYS 380
10 DATA 032,104,225,169,001,141,244,003
11 DATA 169,032,141,063,003,169,150,141
12 DATA 064,003,169,001,141,065,003,076
13 DATA 013,008,238,032,208,160,096,172
14 DATA 166,041,160,096,172,107,040,096
```

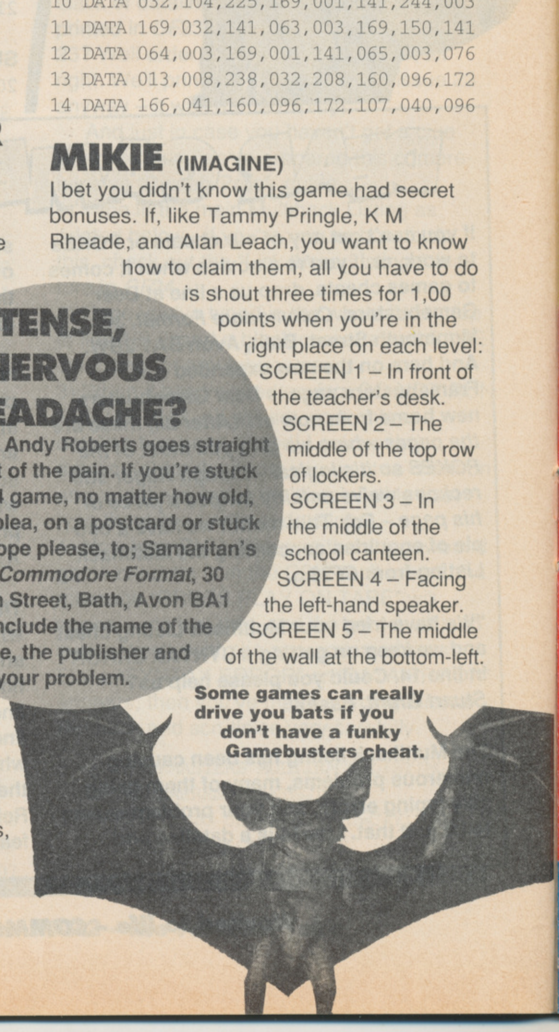
MIKIE (IMAGINE)

I bet you didn't know this game had secret bonuses. If, like Tammy Pringle, K M Rheade, and Alan Leach, you want to know how to claim them, all you have to do is shout three times for 1,00 points when you're in the right place on each level:

SCREEN 1 – In front of the teacher's desk.
SCREEN 2 – The middle of the top row of lockers.
SCREEN 3 – In the middle of the school canteen.
SCREEN 4 – Facing the left-hand speaker.
SCREEN 5 – The middle of the wall at the bottom-left.

TENSE, NERVOUS HEADACHE?

Don't worry, Andy Roberts goes straight to the heart of the pain. If you're stuck on any C64 game, no matter how old, send your plea, on a postcard or stuck down envelope please, to; Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Include the name of the game, the publisher and your problem.

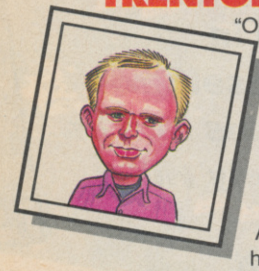


Some games can really drive you bats if you don't have a funky Gamebusters cheat.

There was a mad scramble to be the first to see Streetfighter 2 when it arrived. The CF crew struggled and fought to get a glimpse. Then, being responsible citizens, they decided to settle the matter in the only decent way possible. A fight in the carpark.

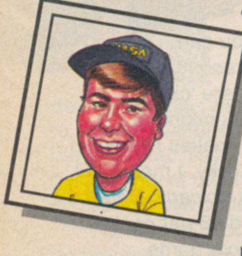
POWERPLAY

TRENTON WEBB



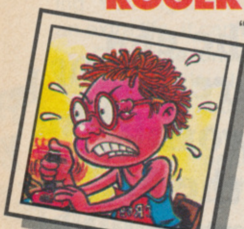
"Okay. I admit I first put forward the idea of the car-park rumble. But after only one punch thrown at James, I was hit in the back by four incredibly large hands, each holding four Swiss Army knives. I fell, my head connected with the bonnet of a parked Vauxhall Nova SR and that was the end of the contest for me."

JAMES LEACH



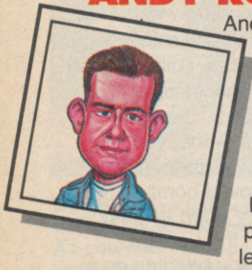
"The fight started well. Trenton punched me, then disappeared under something fast, black and growly. I got up and mistook Lisa for Ollie. I swung wildly, and Lisa, who used to teach Karate, blocked, pivoted and kicked me into a nearby skip. I distinctly recall the expensive feel of her incredibly posh Gucci shoes..."

ROGER FRAMES



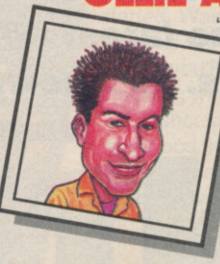
"I may be small and puny, but no-one could ever accuse me of being brave. In fact it takes immense courage to be as cowardly as me. During the fight, I darted around the feet of the gladiators, collecting the loose change that flew from their pockets as the punches landed. I got 34p before I was booted out of the way."

ANDY ROBERTS



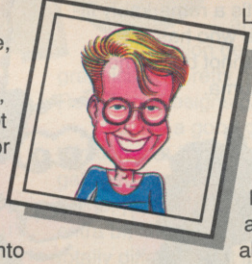
Andy had time before the fight to give himself infinite lives. Blows which would knock a normal man cold had no effect on him. But as the team watched, he suddenly disappeared on to the next level, never to be seen again. Some say that on quiet nights you can hear him beating an end-of-level-guardian...

OLLIE ALDERTON



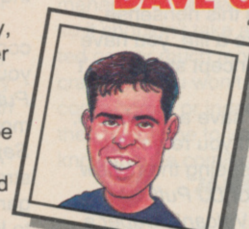
"I thought the idea of a fight was great. But Trenton went out really early and James got thrown away by Lisa. That left Dave. So I repeatedly thumped him on the top of his head with the *Streetfighter 2* box. And guess what happened. The big baby started to cry. I had to stop and give him a chocolate bar to make him feel better."

LISA NICHOLLS



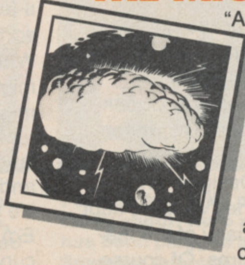
Lisa's team of personal assistants told us, "Ms Nicholls is resting and mustn't be disturbed. She's upset because one of her pet panthers, Cher-Khan, leapt on her editor's back and flattened him. She's also worried that the animal might have caught something off the lad. So she's having a year off to recuperate."

DAVE GOLDER



"No! It wasn't like that! I got something in my eye! Just as I was planning to get up and clout Ollie with the 20-foot oar I found in my jacket pocket, a dust mote got in my eye. When Ollie saw this, he seized the advantage of my temporary blindness by forcing a Milky Way down my throat. I submitted soon after."

THE MIGHTY BRAIN

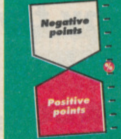


"Although I'm enormously intelligent, I like a scrap as much as the next omniscient being. I simply sit in the fifth dimension, occasionally popping into 3D to smack someone in the breathing apparatus. I've got to be careful, though. One poke with a sharp weapon and I'll deflate, taking all my knowledge and wisdom with me."

Bits'n'Bobs

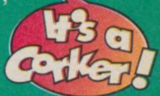
Commodore Format's review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't have a chance of getting to grips with its intricate complexities). What we do is tell you exactly what the good points are and what the rubbish bits are about each game. See. Very complicated, like we warned you it would be.

CF RATINGS



Also frighteningly technical is this box-type thing. It shows you at-a-glance what the most important positive and negative factors about the game are (probably).

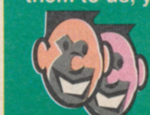
Next to it is an indecipherable rating mark. Over 89 per cent means that the game is officially a Corker, and is thus eligible for a seat in the European Parliament in Brussels (or Swindon or Didcot or wherever).


It's a Corker!

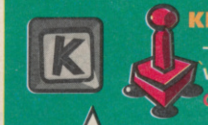
It also means that if you don't rush out and buy the game immediately, all your friends will talk about you behind your back in the most uncomplimentary terms.

GAME ICONS

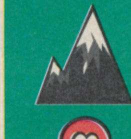
If you've been wondering about these, they're a legacy. An heirloom, if you like. Nice Mr Gilham, who used to work here left them to us, you know. He was a nice man.



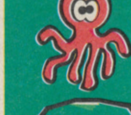
FACE – Number of players. Gorgeous drawings showing how many folk can participate.



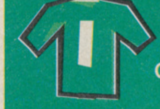
KEYBOARD/JOYSTICK – By jingo! It's those wacky, devil-may-care control mechanisms.



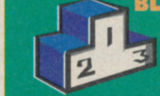
MOUNTAINS – This can only mean one thing; there are difficulty levels in the game.



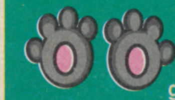
OCTOPUS – Multiload, but they also live in the New York sewers. (*That's alligators, you fool – Ed.*)



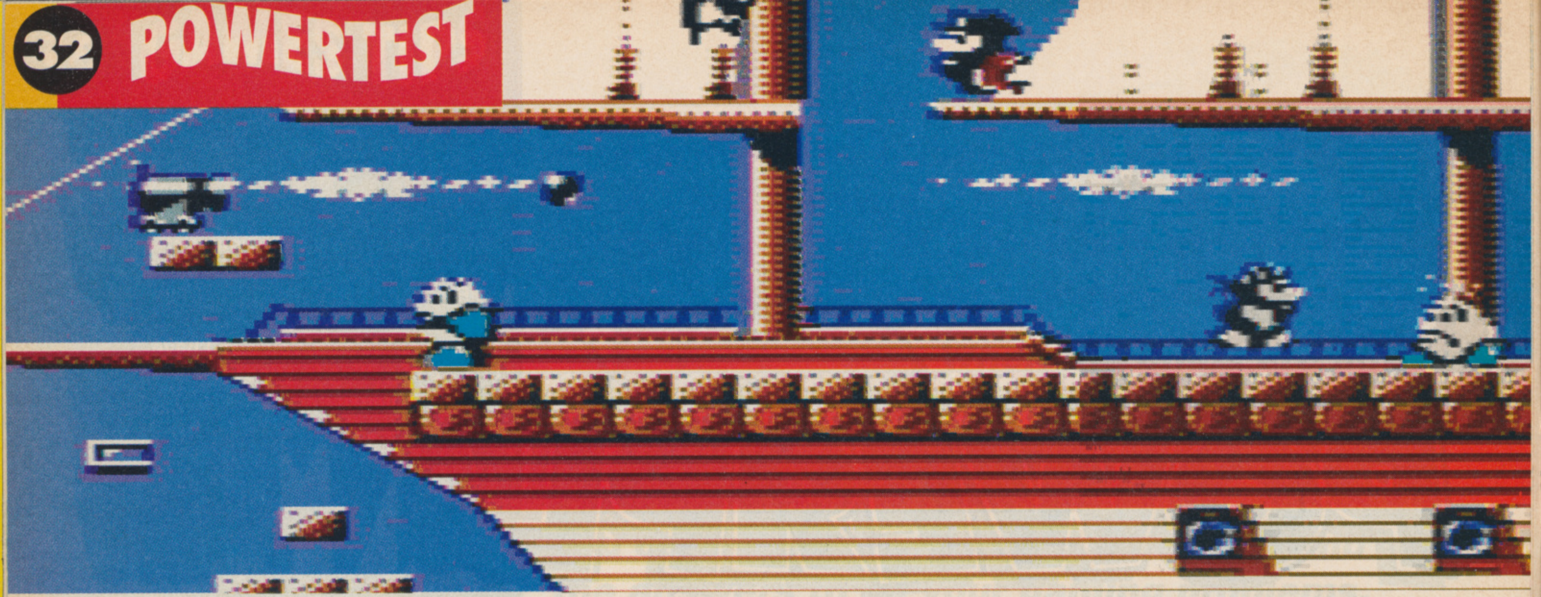
GOALIE'S SHIRT– It's a good one, this. Young Master Gilham's save option thing.



BLOCKS – Forget *Tetris*. Forget those tiny holes in the sides of biros, too. We're talking hi-score table here.

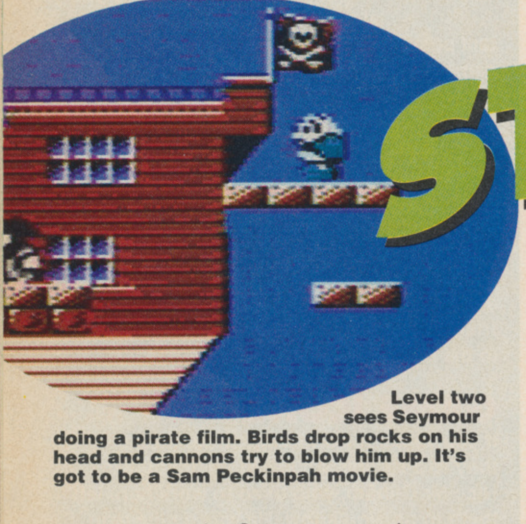


PAWS – Pause mode. Send complaints about this gag to Trevor himself.



No matter how many times we at CF poke cruel fun of Seymour, he keeps bouncing back in new games. The latest effort sees him in Hollywood, making movies. Mr Showbusiness himself, James Leach, joins him in Beverly Hills.

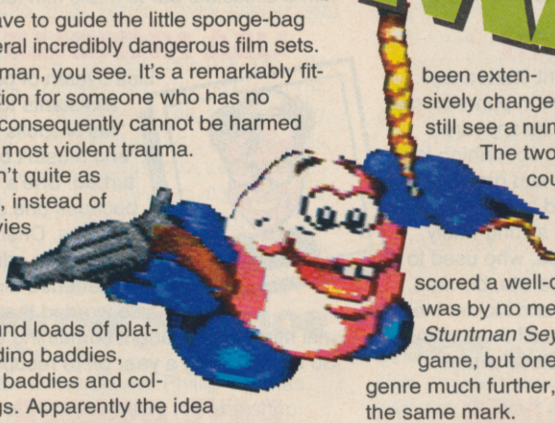
STUNTMAN



Level two sees Seymour doing a pirate film. Birds drop rocks on his head and cannons try to blow him up. It's got to be a Sam Peckinpah movie.

As the *Seymour* games keep coming, it's getting harder and harder to think up new and ever more rude ways to insult the gross little lard-blob. I mean, we've called him lard-ball, squidge-features, globule-head and even li'l cheeser. What else is left?

Anyway, in this, the latest offering from Reflective Designs of sunny Bradford (see box), you have to guide the little sponge-bag around several incredibly dangerous film sets. He's a stuntman, you see. It's a remarkably fitting occupation for someone who has no bones, and consequently cannot be harmed by even the most violent trauma.



What isn't quite as clear is why, instead of making movies in the traditional way, you've got to rush around loads of platforms, avoiding baddies, killing other baddies and collecting things. Apparently the idea is you're being filmed doing this nonsense, because every time you lose a life, you have to do another 'take'. The concept still doesn't quite hold together, though.

Now this is where I can save a bit of time. If you remember seeing the review of *DJ Puff's Volcanic Caper* a few months back (*issue 22, actually – do I have to do all your research? – Ed*), much of what was said applies to *Stuntman Seymour*. *Volcanic Caper* was also written by Reflective Designs, and they've, erm, kept many of the features. Of course, the graphics have been extensively changed, but you can still see a number of resemblances. The two games are 'close cousins' you might say.

This makes reviewing it a bit tricky. I mean, *DJ Puff's Volcanic Caper* scored a well-deserved 88 per cent, so it was by no means a poor game. *Stuntman Seymour* is also a good game, but one which doesn't stretch the genre much further, so it can't be awarded the same mark.

Enough of this conundrum, though. If you haven't seen *DJ Puff*, you'll need to know more about *Stuntman Seymour*. It's a pretty straightforward platform game, in which you have to leap, bounce, galoomph and generally proceed in an unorderly fashion through each level, killing all the bad guys who patrol the platforms. Each of these baddies requires two shots to take him down, or one bomb. To arm yourself with bombs, you first have to kill a few baddies with your standard weapon (a sort of pistol, although you don't really see it). When a nasty dies, he leaves a collectable. It might be an item of food or occasionally it might be a box of five bombs.

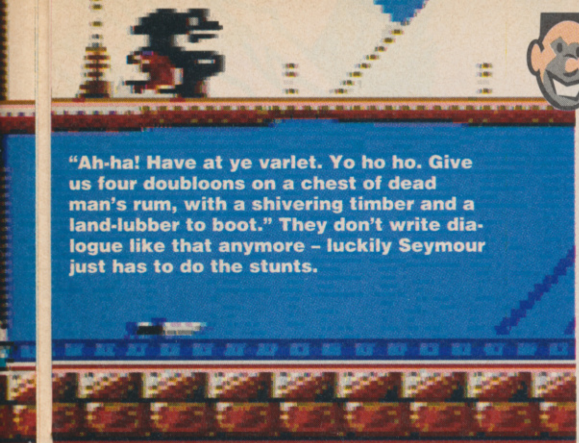
Once you've got a few bombs, you're laughing. They can be thrown at enemies, and, just like when you throw a bomb in real life (*not something I do very often actually – Ed*) they travel in a arc. On the upwards curve, the bombs can destroy baddies on a platform above you; as they drop they can

The end-of-level
are tough – you
work out by tria
the best way of

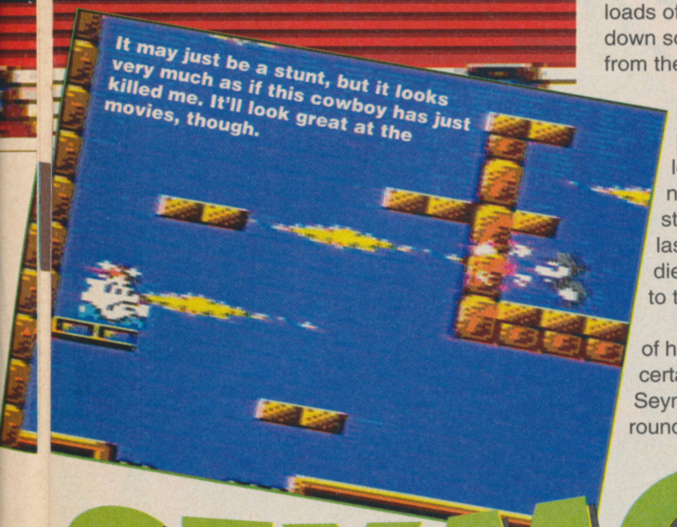
PARTY ON, PROGRAMMING DUDES!

Here's a picture of Reflective Designs, the guys that created *Stuntman Seymour*. (Don't ask us why they're dancing with each other.) On the left is Duncan Scott, boss of the outfit and accomplished programmer. On the right is Gerard Gourley, maestro of in-game music and fan of Tangerine Dream. We just thought you'd like to see what they looked like; sort of quite normal really (except for the dancing).

Oh, and there's so much work for Reflective Designs, they're looking to expand their operation, so if you want to be a part of this crazy, dancing team, just call 0274 742474. But they won't have just anybody – you'll have to be a good coder, computer musician or graphics bod. If you think you can make the grade, why not give them a ring?



"Ah-ha! Have at ye varlet. Yo ho ho. Give us four doubloons on a chest of dead man's rum, with a shivering timber and a land-lubber to boot." They don't write dialogue like that anymore – luckily Seymour just has to do the stunts.



It may just be a stunt, but it looks very much as if this cowboy has just killed me. It'll look great at the movies, though.

SEYMOUR

destroy baddies next to you and if they fall on to a lower platform, they will blow up anything beneath you. Totally marvellous, and the perfect way of clearing any platform you intend to move on to.

There is one route through each level, but be prepared for plenty of dead-ends and wrong turnings. Although they are sometimes packed with baddies and get rather risky, they usually contain something worth collecting. You might find either a load of bombs or an extra life. It can't be bad, either way.

Of course, once you've hacked your way through each level, you'll meet a big bad guy at the end. How this fits in with the 'making a film' idea isn't particularly obvious, but then neither is much of the other stuff you find in the game. The best thing to do is forget all that weird plot business and just get on with the game.

The end-of-level-baddies are tough; you have to work out by trial and error the best way of tackling them. Some require a bold attack; others simply require you to run away very quickly first, and move in gently. Oh, and keep firing all the time. They take loads of hits, so you've got to lay down some serious firepower from the outset. Using your bombs on these guys isn't such a good idea, though, because when you get on to the next level (if you survive, that is), you'll need a few bombs to help get you started. Wasting them at the end of the last level will get you past the big baddie, but you'll be stuffed when it comes to tackling what's next.

You should by now have some idea of how good the game is. It's certainly a quality release. Seymour moves round smoothly, and the controls are very responsive.

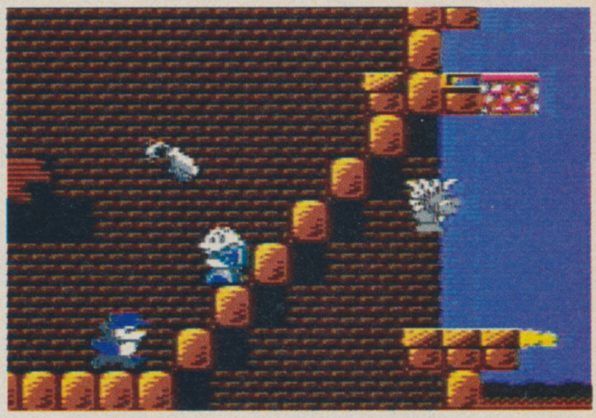
Collision detection is good and the graphics are pretty neat. The music, as with all Reflective Designs games, is excellent.

Yes, it's a good game, but I can't help thinking that it's a bit too similar to *DJ Puff*. Its game-engine is very similar to the earlier game, just with different graphics and the odd extra bit chucked in. The map, of course, is totally different, but it can be solved in the same way, so if you're good at *DJ Puff*, you'll instantly get the hang of this one.

It's also a bit easy. On the first sitting we managed to get well into level two (out of six), so it shouldn't take any hardened or committed gamer much more than a couple of days to crack. So you won't be playing it until the cows come home, or indeed, until they telephone to let you know they're coming.

JAMES LEACH

level baddies
you have to
y trial and error
ay of attacking them.



Don't waste your bombs. If it's possible to stand behind a baddie and use your (infinite) bullets, it's best to do that instead.

Game	*Stuntman Seymour*
Publisher	*CodeMasters*
Cassette	*£3.99*
Disk	*Not available*
Release	*End of October*
Contact	*0926 814132*

POWER RATING

THE DOWNERS...

- It's too similar to *DJ Puff's Volcanic Caper* to earn that hard-to-spell epithet 'original'.
- A little bit too easy to challenge the hardened platform-addict.

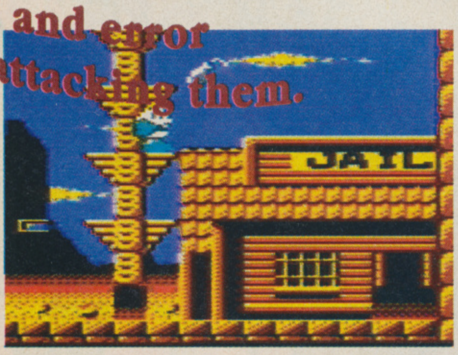
100

77%

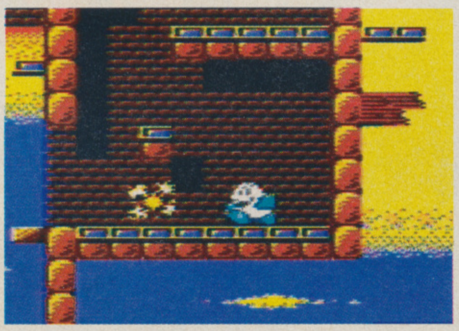
0

- **Very impressive graphics**
- **Smooth scrolling and good collision detection. When you die it's your fault, not the fault of bad programming.**
- **Very hummable soundtrack.**
- **Lots of collectables, including the odd extra life.**
- **Two sorts of weapons – bombs and bullets – make the gameplay more varied.**
- **Totally rubbish plot you can ignore completely.**
- **Perfect for the beginner.**

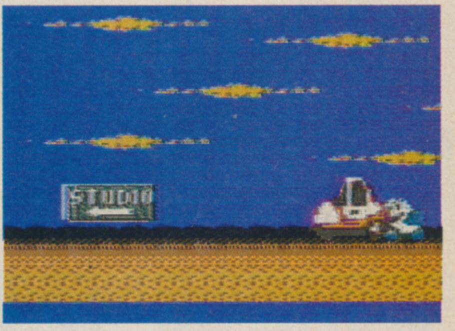
...AND THE UPPERS



Bombing the jail, which is what's going on here, is a completely pointless thing to do. As you can't hit any buildings, it's just a sad waste of carefully-gained bombs. If you do this, frankly, you deserve to lose.



For a globby little pale guy, Seymour can certainly shoot. Here a Clint Eastwood double has been plugged by a bit of impressive Seymour gunplay. Then again, he has been paid by the studio just to die spectacularly.



Sigh. It was always a possibility – nope, a certainty – that Seymour would drive one of those stupid, little bubble-cars. Sadly, as this game proves, he does. It's things like this that make you lose the will to go on.

Commodore FORMAT
STREETFIGHTER 2

SUPER ALL-STARS

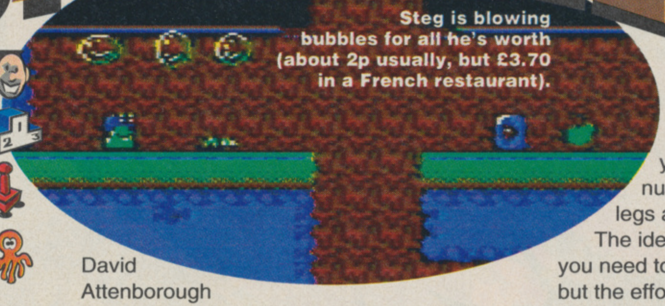
Where would you find a super-powered geriatric, a mutant mollusc, a customised chelonian, a holidaying pachyderm and an acrobatic ovum? Either a late night Channel Four science programme or the new compilation from CodeMasters. Believe us, the compilation is a lot more fun.

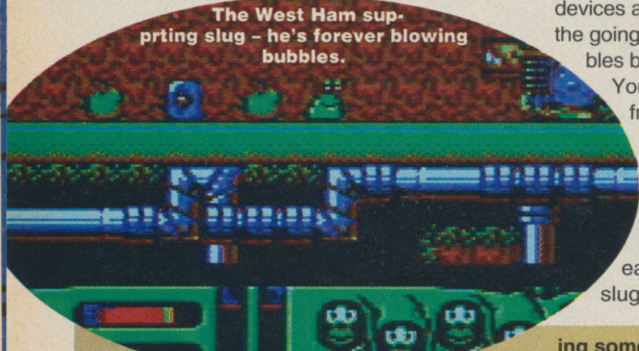
There must be some connection, some linking theme, some common element in the five games on *Super All-Stars* that'll provide some inspiration for a brilliantly witty introduction… but I can't work it out. I mean – a slug, an aging superhero, an egg, an elephant and a tortoise? Not even Ben Elton could could salvage a decent gag from that lot. So, let's forget the intro and just get straight on with the reviewing the games.

STEG THE SLUG

Here it is. The game that tried and failed to turn slugs into international sex symbols. What next? A skateboarding stick insect? a super-powered amoeba?

Steg might not be the most endearing hero ever to have slithered across a computer screen, but the game isn't all that bad. In fact, it's pretty darned good. It's a frenetic, frantic, puzzly-type thing in which you have to work out how to transport some constantly crawling maggots from the bottom of the screen to your nest at the top of the screen to feed your starving kids. You do this by making Steg blow bubbles (as you can probably tell, David Attenborough wasn't the scientific advisor on the game).


Steg is blowing bubbles for all he's worth (about 2p usually, but £3.70 in a French restaurant).


The West Ham supprting slug – he's forever blowing bubbles.

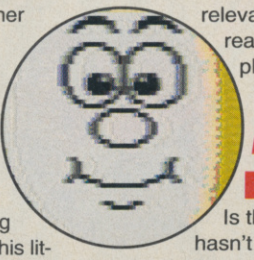
Basically, you trap the maggots in the bubbles, which then float up towards the nest. But the path is not clear. There are all manner of platforms, spikes, wind blowing devices and other problems to make the going treacherous, and the bubbles burst at the least provocation.

You control Steg who, apart from bubble blowing, can slither up and down walls and along ceilings as well as along the ground. He can also puff his little cheeks to blow the bubbles about.

There are copious levels and on each you have a certain number of sluggy offspring to feed. You die if you run out of puff. Eating fruit replenishes your puff power and there are a number of power-ups, such as bionic legs and a jet pack, to speed things up.

The idea is a little over-complicated, and you need to employ a lot of experimentation, but the effort is paid off with some quite addictive gameplay. It's only let down by some uninspired graphics and the fact that as each level is larger than a screen, a lot of relevant action, ie, the maggots reaching the slug nest, takes place out of sight.

76%



MAGICLAND DIZZY

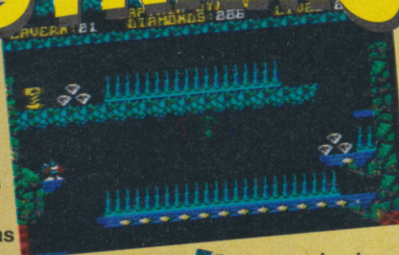
Is there an egg joke left that hasn't been used in a *Dizzy* review? (*No, James has used them all up – Ed.*) You've been spared then.

But you haven't been spared yet another *Dizzy* game. Yet again the

CAPTAIN DYNAMO

Is it a bird? Is it a plane? No, it's more likely to be zimmer frame actually, because here comes *Captain Dynamo*, almost as fast as a speeding snail and leaping tall blades of grass with the help of a step ladder. The world's oldest superhero has arrived, and he's got to stop his arch enemy, the octogenarian Austen Flyswatter, flying off to the moon with a massive collection of diamonds that he's just swiped.

The action takes place on a series of platforms at the top of which is Flyswatter's escape rocket. You have to guide Captain Dynamo up the platforms, and this is no easy task. There are all manner of nasty traps and deadly, spinning, whizzy things in the way as well as moving hooks that the Cap has to cling on to, conveyor belts and all the other usual malarkey you find in platform games. There are a couple of more unusual obstacles, including some strange, disk things that make you bounce uncontrollably all over the place. The Cap also has to collect the diamonds that Flyswatter has dropped all over the place – he must be getting clumsy in his old age. So accuracy and split-second jumping is the order of the day.

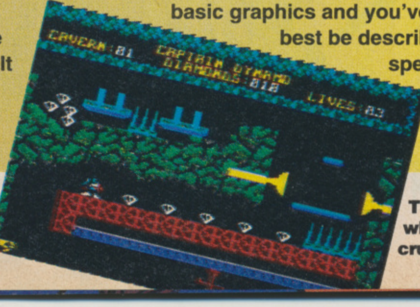

A few points to note, and avoid.

***Captain Dynamo* is the newest game in the collection; in fact it hasn't even come out on its own yet. This could be seen as a bit of a coup. But it isn't, simply because the game isn't actually very good. It has it's moments; the main sprite is pretty funky, it scrolls smoothly and some of the obstacles are pretty ingenious. But there's one major problem; it's too darned difficult. And the effort you put in isn't rewarded; you just get get irritated and bored by it in a very short time. For example, the second obstacle you come to is just ridiculously hard; you bounce around for ages between loads of disks and nothing you do seems to have any effect on proceedings. You just have to waggle and wait for something to happen. Yawn.**

There has also been little attempt to incorporate the concept of an aged hero into the game. There is plenty of scope for a few affectionate jibes at wrinklies; wheelchairs, hearing aids, queuing at the Post Office on Tuesdays, listening to Radio 2 – all conspicuous by their absence.

Couple this with some pretty basic graphics and you've got what can best be described as a poorly specimen that deserves an early retirement.

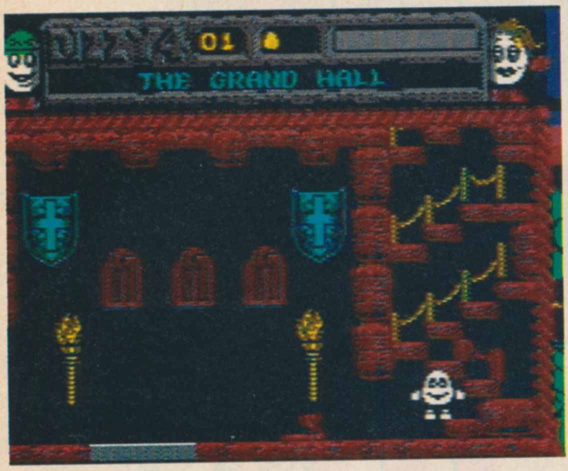
68%



The Cap approaches what could be a crushing defeat.

ARS

Did you know that if you pulled the tape out of all the *Dizzy* games there would be enough to wrap up Cyril Smith?



map has been changed (slightly) the story has been altered (just a tad) and puzzles have been rearranged (almost imperceptibly). Yes, it's the same old (admitedly successful) *Dizzy* formula and they still haven't work out a better way of getting him to jump.

This time the plot concerns some evil wizard who's tried to put the series out of its misery by kidnapping all the eggy one's friends and trapping them using various spells. Dizzy has to rescue them.

It's the usual adventure/platform mix with the boggiest of bog-standard graphics. There's nothing basically wrong with the gameplay apart from the fact that it's so uninspired and uninspiring. There are so many better examples of this genre around, it's a wonder *Dizzy* is still so popular.

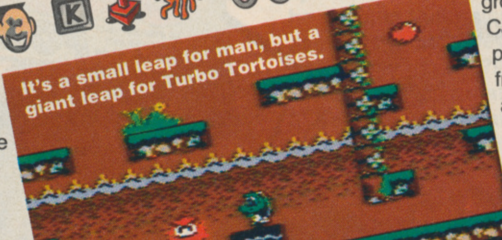
70%

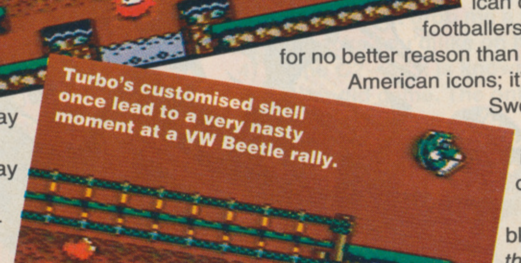
TURBO THE TORTOISE

Now this is more like it. A good, straightforward platform runaround that is done with so much energy and style that it overcomes its one major flaw; it doesn't have a single original idea to its credit. But unlike *Dizzy*, which just seems like a tired formula, *Turbo* takes all the clichés and injects them with new life and vigour; it's a bit like the way the Indiana Jones films turbo-charged old Saturday morning cinema serials

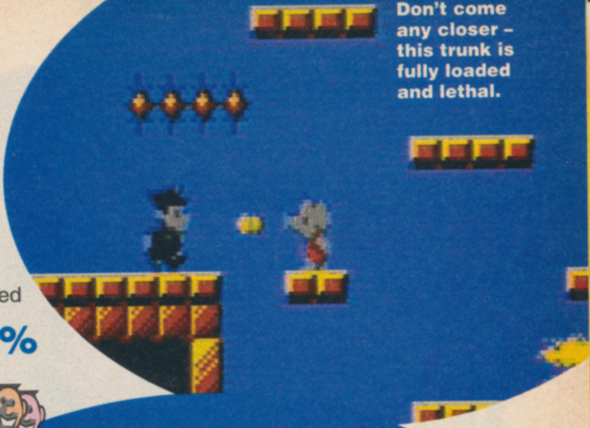
Turbo is a time-travelling, super-powered tortoise who has to collect six ancient artefacts from different time periods. Each level is different era – Stone Age, Ice Age, Ancient Egypt, Medieval, some foresty-type affair (which might be Robin Hood-inspired) and Space Age – and there is an artefact per level. The aim is to leap around the platforms, killing or avoiding baddies, beat the end-of-level guardian and collect the artefact. There are bonuses, extra lives, power-ups, concealed bonus levels, moving blocks, invisible blocks, the whole works.

Sure, it's not the most challenging of games either mentally or reflex-wise, but it provides a healthy dose of good old-fashioned breathless action.


It's a small leap for man, but a giant leap for Turbo Tortoises.


Turbo's customised shell once lead to a very nasty moment at a VW Beetle rally.

85%


Don't come any closer – this trunk is fully loaded and lethal.

CJ IN THE USA

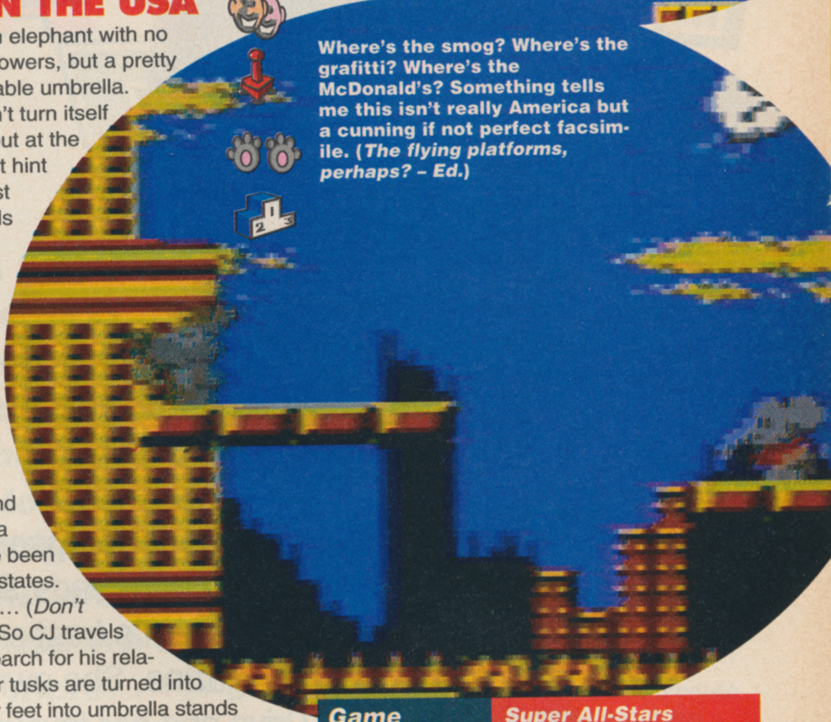
CJ is an elephant with no super powers, but a pretty remarkable umbrella. It doesn't turn itself inside out at the slightest hint of a gust and when CJ falls off platforms it opens up and slows his fall, so that he doesn't end up in the elephants' graveyard.

CJ's family has been kidnapped by big white hunters and taken to America where they have been sent to different states. So CJ packs his… (*Don't you dare – Ed.*) So CJ travels to the USA to search for his relatives before their tusks are turned into chess sets, their feet into umbrella stands and their hides into easy-wipe table cloths.

This is a platformer with some impressively huge levels. The sprites are well drawn and animated, and the backgrounds are dead smart. CJ is armed with deadly peanuts that he shoots from his trunk, and can also collect bombs.

The game does suffer from some appalling xenophobia – CJ has to kill american cops, american footballers and the like for no better reason than that they're American icons; it's like killing all Sweeds just because they inflicted Roxette on the world.

But this quibble aside, *CJ in the USA* is a great little game. Again, no rewards for originality, but it plays excellently and looks great.


Where's the smog? Where's the grafitti? Where's the McDonald's? Something tells me this isn't really America but a cunning if not perfect facsimile. (*The flying platforms, perhaps? – Ed.*)

88%

Three out of five ain't bad, and the good'uns more than make up for the lamers (and some people *even* like *Dizzy*).

DAVE GOLDER

Game	**Super All-Stars**
Publisher	**CodeMasters**
Cassette	**£9.99**
Disk	**Not available**
Release	**October**
Contact	**0926 814132**

POWER RATING

THE DOWNERS…

- *Captain Dynamo.*
- Why is Dizzy so popular?
- *Turbo* takes a while to load.

100

82%

0

- **It's good value for money – each game works out at £2.60.**
- ***CJ in the USA* and *Turbo the Tortoise* are both mightily fine games that you deserve to have in your collection.**
- ***Steg the Slug* is more of a puzzler and a good change of pace from the others.**
- **There is a variety of styles which should suit most game-playing tastes.**
- **All the games (except *Dynamo*) should keep you going for quite a while.**
- **Elephants are without doubt truly excellent mammals.**

…AND THE UPPERS

SHE ADORES IT!

BRITAIN'S BEST-SELLING SEGA MAGAZINE!
SEGA POWER
9
204
176
48
The Bitch is Back!
ALIEN3
Splatter house 2
The New Zealand Story
POND IS BACK!
WIN!
1,000
BARCELONA '92

Abigail Hampson (17) from Camden reads ***Sega Power*** – Britain's best-selling Sega magazine. She owns a Mega Drive and her favourite games include: ***Sonic*** (she's now on level 5), ***Mickey Mouse*** and ***James Pond 2 – Robocod.***

Abigail's outfit by benetton

ON SALE FROM THURSDAY 1 OCTOBER

BRITAIN'S BEST-SELLING SEGA MAGAZINE

HORROR BEYOND BELIEF! The Mighty Brain

CERT X

A long time ago in a galaxy far, far away a great adventure took place, or so TMB will have us believe. To stop him boring us all silly with his tales of the olden days send in your queries to Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW to keep him preoccupied. But please hurry, because we can't take much more...

Jeff Minter with the Fly-mo responsible for his hair cut.

SPLINTER GROUP?

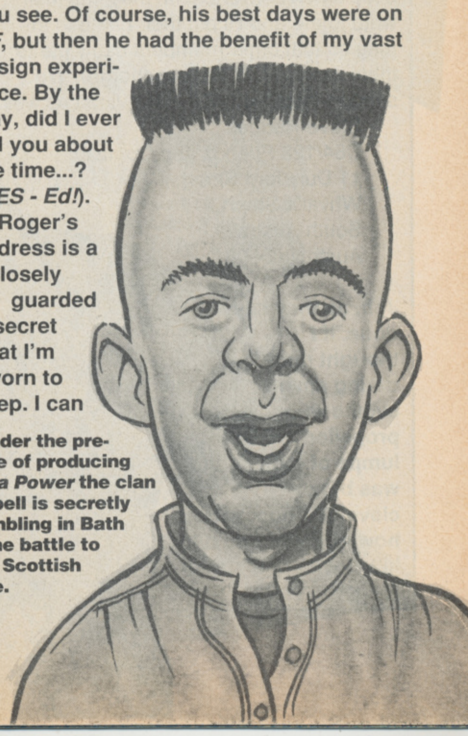
Dear TMB,
Please print this letter or I will bang my head repeatedly against a wall!
1) Are you in any way related to Krang from *Teenage Mutant Ninja Turtles*?
2) Will *Attack of the Killer Tomatoes* be released on the C64, as it is already out for the Nintendo Game Boy?
3) I had an idea recently for music lovers. Why not select soundtracks from the good games and give them away on a Powerpack soundtrack compilation?
4) I would like to congratulate the Apex team on *Creatures 2*. It's an excellent game and I'm looking forward to *Creatures 3*! What do you think of *Creatures 2*, Mighty Brain?
5) Could you tell Jeff Minter to get a haircut?
Colin Johnston, Ballymoney.

1) Categorically, absolutely, positively and definitely NO! Do not be fooled by good looks, Krang is an incompetent buffoon. If he was was related to me he would have caught those pesky green thingies by now.
2) There are no plans as yet. But we won't be missing that much if a certain Steve Jarratt is to be believed. His new mag *Total!* only gave it 79 per cent in a recent review so it isn't that hot!
3) Sounds like a neat idea – sounds, geddit? I really am getting the hang of your Earth humour! (*Don't take James' as an example – Ed.*) What does everybody else think? Do you want a compilation tape? If you do, why not drop me a line with a list of the tracks you'd like on it?
4) I think *C2* – as it is known in the trade – is a splendid game. The only whinge I'd have is that it is too easy. (*Stop showing off! For the record, the rest of us on the CF crew found it a satisfyingly meaty challenge – Ed.*)
5) Well, yes I could, but have you seen him with short hair?
TMB

PUBLISH AND BE DAMNED

Dear TMB,
I've been reading *CF* since issue 17 and I think it's fabutastic. I do have a few questions to ask you though:
1) Could you please give me the address of TV's *Knightmare*?
2) Will there be a *Simpsons 2*?
3) Did *CF* sack Colin Campbell and replace him with Trenton Webb?
4) What happened to Lam Tang?
5) What is Roger Frames' address?
Sam Gatt, Cippenham.

1) Talk to Broadsword TV, who produce the program. They can be contacted through Anglia TV. You can telephone them on ☎ 0603 615151.
2) Yes, Acclaim are working on *Bart Versus The World* right now!
3) No, Colin left and Trenton was promoted to the job. Colin is now the publisher of Future's *Amiga Power*, where he works with his long-lost brother Stuart.
4) Who cares? Well, I do really, but I try to talk tough. After a brief stint on *Amiga Format*, he now lovingly crafts every page of *Amstrad Action* – he's their Art Editor, you see. Of course, his best days were on *CF*, but then he had the benefit of my vast design experience. By the way, did I ever tell you about the time...? (*YES - Ed!*).
5) Roger's address is a closely guarded secret that I'm sworn to keep. I can



Under the pretence of producing *Amiga Power* the clan Campbell is secretly reassembling in Bath ready for the battle to re-establish Scottish independence.

tell you, though, that he lives in the High Wycombe area – but there's no point trying directory enquiries the Frames family are ex-directory. If you want to write to him send the letter C/O *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

TMB

R-TYPE OF MUSIC

Dear Blob (TMB),

I have been reading *CF* since issue 12, so you'd better print this letter. Here are a few questions I'd like you to answer:

1) Was *R-Type 2* ever made for the C64?
2) Why are Mega Drive cartridges so expensive?
3) Why do you put reviews on the back of your centre-page posters?
4) How well do you get paid for this job?
5) I have also included a list of my personal top ten games themes:

1) *R-Type*
2) *Turrican*
3) *Out Run*
4) *Head the Ball*
5) *Speedball 2*
6) *Sensitive* (Dominator Bad)
7) *Turrican II*
8) *Demon Blues*
9) *Chase HQ* (Loading)
10) *Cyberdyne Warrior*

Mark Baxter, Heaton.

1) Unfortunately not. But it wasn't as good as original *R-Type*, anyway, on any of the formats on which it was released.

2) All cartridges are expensive, as the components that go into them are themselves quite costly. This partly explains the high cost of Mega Drive carts. (*You'll never get a cart for £3.99! – Roger.*) However, there is now quite a debate going on in some very high circles, such as the Monopolies and Mergers Commission, as to why the price of console software is so high.

3) This is answered easiest with a practical example. Take this issue of *CF* and turn to the centre pages (34 and 35). Now turn back to pages 32 and 33. Obviously if you were to pull out the poster you'd have to take out page 33 as well. Ideally this would be an advert as they're no loss to the magazine. (*Unless you want to buy what they're offering – Ad peep Jackie!*)

Now take a look at pages 30 and 31 and you'll see that 30 is a black and white page. The same is true of page 39. If we were to put two of the adverts on the back of the poster this would mean that you'd have to read through a whole wodge of pages without any of Ollie or Lisa's dead smart double page 'spreads'. All the *CF* team are aware of the problem, though, and we will endeavour to solve it in the coming months.

4) Think of two numbers, one small and one one large. Divide the small number by the large number and you'll have a good idea. Still it's more than Frames and Cyclopedia get put together.

5) Now that's what I call a fast response. (See the answer to question three of the letter 'Splinter Group' on page 39.)

TMB

The face that launched a thousand film tie-ins. Well, they say looks aren't everything.

PASS THE POST

Dear TMB,

How about a regular column for pen-pals as I'm keen to find one? I'm sure other C64 maniacs would like to swap tips and programming ideas. Some may even have time for other hobbies when they manage to prise their hands off the joystick.

Christopher Heppinstall, Didcot.

Why do you want to contact maniacs? Nice well-mannered people are far more likely to reply and less likely to come round your house with an axe and ice hockey mask! As regards a *CF* pen-pals service I'm going to wendy out and put this one to a popular vote. But you may find the next letter interesting.

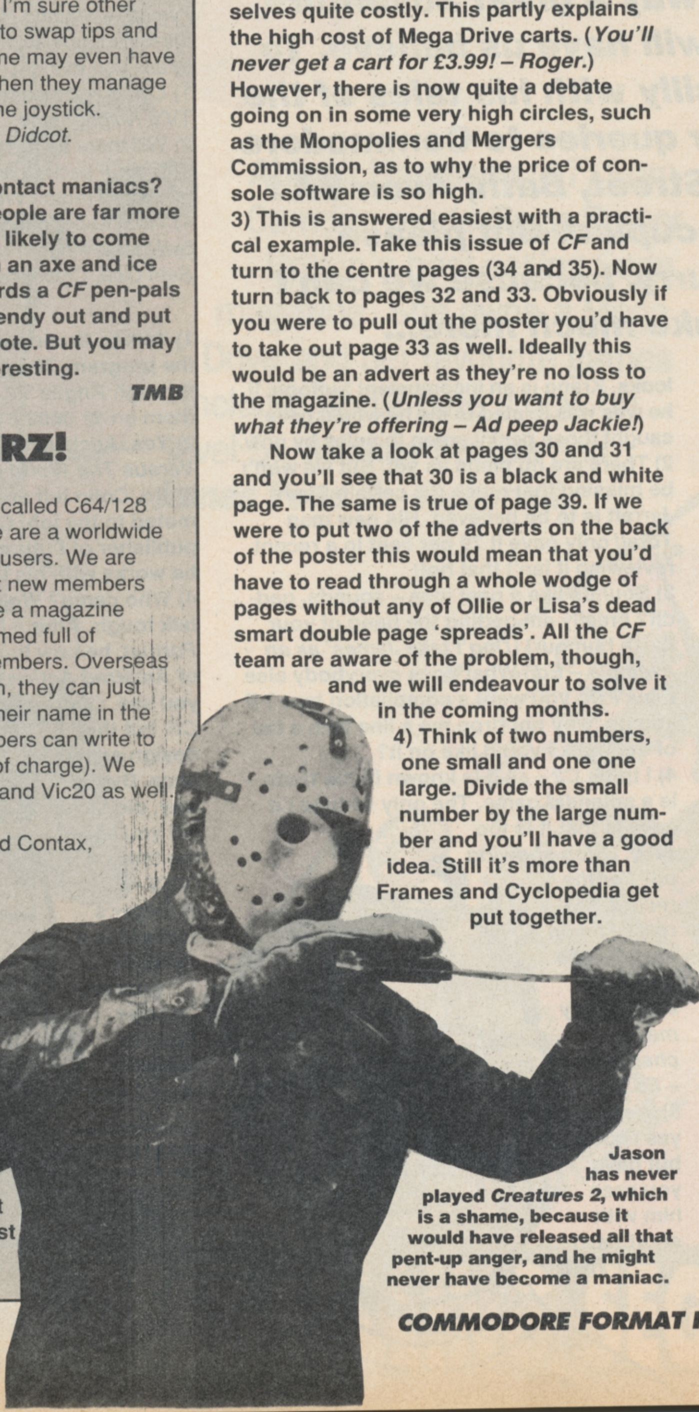
TMB

MORE LETTERZ!

Dear TMB,

I am president of a club called C64/128 Friendz and Contax. We are a worldwide club for all Commodore users. We are desperately trying to get new members from overseas. We have a magazine every two months crammed full of interesting things for members. Overseas people don't have to join, they can just write to me and I'll put their name in the mag so that other members can write to them if they want (free of charge). We support the Plus4, C16 and Vic20 as well.

Steve Hedges,
C64/128 Friendz and Contax,
11 Dunsford Street,
Whyalla Stuart,
South Australia,
Australia 5608.



Job, as they say, done. If I thought murdering small avians with propelled lumps of rock was big or clever, I'd boast about how many birds I'd just killed with one stone!

Jason has never played *Creatures 2*, which is a shame, because it would have released all that pent-up anger, and he might never have become a maniac.

LICENCE TO THRILL!

Dear Sir/Madame (*? – TMB*),

Is there any chance you could answer these questions and possibly send me some more information on them? I need the information urgently!

1) How do arcade games get converted to a home computer version?
2) Why are consoles so popular?
3) How have graphics and playability improved over the past five years?
4) Why and how do film and TV tie-ins help the sales of the game?
5) Why do so many main characters have sequel games written for them?

Richard Wheeler, Sheffield.

Firstly let me apologise for not being able to write back to you in person, but putting *CF* together every month means that each member of the team (except that lightweight Frames) is already working at full tilt. We would love to be able to answer each letter personally, but if we did there would only be one *CF* every year!

1) Software publishers are always looking at the coin-op scene, watching to see which games are a 'hit' with the arcade-playing public. Once they spot a winner, the publisher will then approach the coin-op manufacturer and ask to purchase the rights to produce a licensed version of that game on a range of computer formats.

Once this licence is secured, the publishers then find a development team (programmers/artists/musicians, etc) who can create the game on the desired formats. Sometimes the arcade manufacturers will help out by supplying graphics, maps and gameplay info while in other instances the programmers just have to play the arcade version and then recreate what they see.

2) I must admit, at the moment consoles are very popular. This is good because at last computer games are being recognised as a legitimate pastime. Yet the reason for their popularity is, I feel, a general 'techno-phobia' amongst the population as a whole. Most folk, you see, are still intimidated by computers and so consoles let them play games without having to cope with 'all those numbers and programming'! I believe that in a few years' time, when everybody has seen and enjoyed the games that computer technology offers, people will want to harness the computer's power for their own needs, word processing, art, programming, etc, and the console's popularity could wane.

3) Graphics have improved immensely over the last five years. There are a multitude of reasons for this but the most

SHORTIES...

- Are there any plans for a Luton Town Football game?
Gavin Wright, St Neots.
No. When will they start playing football at Luton?
TMB

- Loyd Grossman. WHY?
Bruce Reaper, Portsmouth.
Divine retribution?
TMB

- What's Datel's address?
Marc Sheermoh Amed, Breda, Holland.
Datel Electronics, Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS.
TMB

- What's the address of the Gamesmaster Club?
J Malik, Newbury.
Gamesmaster Club, PO Box 91, London E14 9GT.
TMB

- What will *Lemmings* be like on the C64?
George D, Plymouth.
Small and furry, and their little claws won't be able to grip on the smooth plastic!
TMB

important of these is competition. Graphic artists are professionals who pride themselves on getting better effects from the C64 than any rival. So when a game is released and it wows us all with stunning pics other artists will examine the techniques used. They'll then add these tricks to their own repertoire or evolve an even better effect.

As for gameplay, it hasn't got any better or worse. Well-written games are timeless and a 1985 classic can still hold its own against a 1992 Corker.
4) Film tie-ins are seen as having two major benefits. Firstly, they allow you to be a part of the movie, so you can re-live those fave moments with your good self in the starring role. The secondary benefit is that the game has an instantly recognisable name. For example, every time movie makers Carolco slapped a billboard ad up for *Terminator 2*, they were promoting not only the film but the game for Ocean (which ain't a bad deal in anyone's books). In which case, if someone goes into a shop to buy a game and they have a choice of *Splodge Intruders* or *Terminator 2* they are more likely to buy the one which bears a name they are familiar with.
5) Successful original characters are like licences the publishers don't have to pay for. Once a character has appeared a couple of times, gamesplayers will get to know what kind of game any title featuring that character will be, how good the last one was and whether they liked it. So it makes good business sense to make 'stars' out of successful original characters.

TMB

YES, NEIL, SPECTRUM GRAPHICS *ARE* SUPERBLY DETAILED*

Dear (don't worry, it's a figure of speech) TMB,
1) How about giving us some Inside Info on the Powerpack?
2) Are C64GS game cartridges the same as C64 ones? Are they interchangeable?
3) My mate has got a Mega Drive with *Sonic the Hedgehog* and I have completed it. Do I have superior game-playing powers?
4) I think that *Rainbow Islands* is an ace game but I can't find it in any shops!! What should I do?
Stephen Sharples, Chorley.

1) It's a neat idea. But, like POKES, Inside Info listings suffer from one Powerpack problem; SHIFT/RUN STOP executes the program after loading, and that isn't always suitable for the program.
2) Indeed, they most certainly are. The C64GS was the console version of the C64 – identical in most respects, except that it had no keyboard.
3) No, it doesn't mean you have superior game-playing skills. It PROVES you have superior game-playing skills!
4) *Rainbow Islands* is available from Hit Squad (☎ 061 832 6633) for £3.99.

TMB

DIM CITY

Dear Putty Features,
As you're all-seeing and all-knowing perhaps you can answer a few questions, as the humans I asked were stumped.
1) I recently bought a C64 version of *Sim City* only to find it was nothing like the Nintendo version which had climate changes, stadiums, fairs, etc. My version is very limited in comparison. My instruction manual has version 1.0 written on it. Is there another version or extension for the C64?
2) Can I still get the expansion tape for Bladesoft's brilliant *Laser Squad*?
3) Why doesn't someone make a game of *Red Dwarf*?
Dannii Minogue's Fishnets, Maldon.

1) *Sim City* is one of the most successful computer games ever written, seemingly appearing on formats even before they are invented! Since its original release on the Amiga and ST years ago it has been converted to everything from the Amstrad CPC to the Commodore CDTV! Each time it's converted, it's improved and tweaked a little – although the essence of the game remains the same. The SNES version you saw is one the most recent and so has a few more features than the C64 version.
2) Try giving Bladesoft's distributor, the Software Business, a bell on 0480 496497.
3) The rumours are that *Red Dwarf*'s producers are currently looking at a number of games, so that they can decide which style best captures the spirit of the program.

TMB

ON FORMAT

Dear TMB
I've decided to ask you some questions that have been bothering me:
1) Is it possible to get MicroProse's *Gunship* on cartridge? If so where from?
2) Is there any chance of getting a full solution

"Hello, hello. Is that *Commodore Format*? Although it is not in my programming, I want to complain. You keep priniting gratuitous pictures of *Red Dwarf* and now I have to go around disguised in this ridiculous coat because TMB sends copies of *CF* to his relations all over the universe and we keep getting mobbed by fans."

*** Actually, this is a complete load of dingo's kidneys and I've got my tongue so firmly in my cheek I'll need a crow bar to get it out.**

EINSTEIN A GO GO

Dear Mighty Brain,

I hope these questions will send ripples of cerebral electricity through your grey matter:

1) Why did you give *WWF* a corker-winning 91 per cent? It's flaming rubbish?

2) Which is better, *Elvira* or *Elvira II*?

3) Will *Jaguar XJ220* be coming out on the C64 in the near future?

4) Do you understand the complexities of Einstein's Theory of Relativity?

5) Why do you always have a go at Dannii Minogue? She is miles lovelier than Elvira.

6) Why don't you print a large colour photo of Dannii Minogue just for me, pretty please?

If you don't print these questions I might consider selling my C64 and buying a small conifer tree instead.

Harold Quiltcover, Yomtin upon Plegin.

1) I cannot tell a lie – it was him! Him in this case being Mark 'Rammers' Ramshaw, editor of our (little) sister mag *Amiga Power*. He really liked it, and normally he's pretty trustworthy!

2) *Elvira 2*, simply because as a sequel it took many features of the first game and improved them. The actual adventure plot is also better – in my humble opinion!

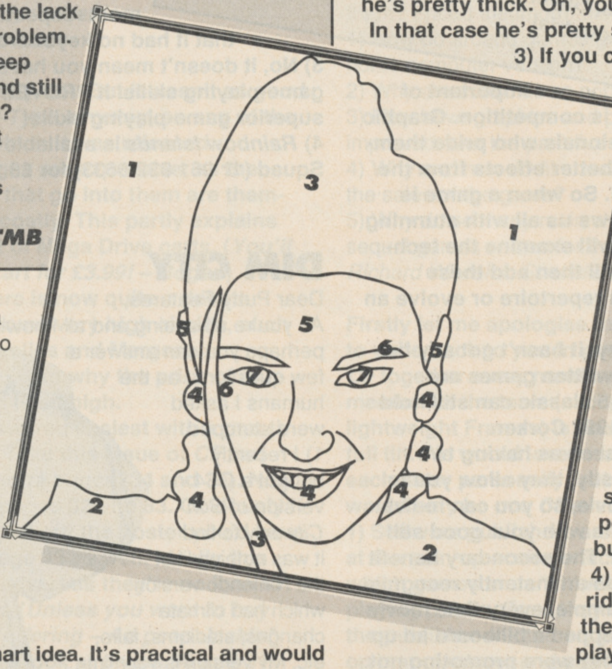
3) No. But Trenton tested it on the Amiga and he didn't think it was anywhere near as good as Gremlin's *Lotus* anyway.

4) Of course. Do you? Good work on the whole but I found Einstein's later ideas on the 'hidden variable' behind wave mechanics remarkably short-sighted.

5) Well, it's a matter of opinion...

6) Oh, okay. Look to the right and you'll find one. Unfortunately, these are mono pages, but we think we've come up with a rather cunning solution to the lack of colour problem. (Why not keep your C64 and still get the tree? Your planet needs all the trees it can get!)

TMB



Colour-By-Numbers Dannii :
1 Whatever you like.
2 Something really girly.
3 Boot polish.
4 Yellow.
5 Sunbed tan.
6 Purple.
7 Depends on which lenses she's wearing.

to *The Great Escape* in a future issue?

3) Why did you call the magazine *Commodore Format*?

4) How about enlarging the size of your Gamebusters section?

5) Is there any chance of getting issues 1 and 5 as I missed them?

Shaun Parrish, Bristol.

1) Unfortunately no, which is shame as it would be ideal for that format. It is now available on budget, though, from Kixx (☎ 021 625 3388) for £3.99.

2) Roberts, did you hear that? We've had tons of letters asking for this particular solution so are you going to get cracking or do I have to get heavy?

3) Different computer systems are known as formats, and as we dedicate this mag to the Commodore 64 it seemed like a good name. The Format 'suffix' is also a tried and trusted Future Publishing winner; we share it with *Amiga Format*, *PC Format* and *ST Format*, all of which are unquestioned market leaders – just like *CF*!

4) It'll have to stay roughly the same size, but we'll try and supplement it with occasional specials too.

5) 'Fraid not, they're all sold out. Occasionally we find some more (like the ones we stumbled on under Roger's bed a while back) and if we do, we'll let you know on the Mail Order pages.

TMB

AD HOC

Dear TMB,

I've thought of a way of reducing the price of computer games. Instead of displaying a picture of what happens in the game while it's loading, the computer tells you to drink Coke or go and watch *Batman Returns* and shows a nice little picture of some Coke or Batman. This new concept is called advertising and there's plenty of time while you're waiting for a tape game to load. (And let's face facts, the Commodore disk drive isn't all that fast either, is it?)

Rob Green, Spondon.

That's a smart idea. It's practical and would be cost effective. The only reason I can imagine that Softies have steered clear of it is their rather bad sponsorship deals on games like US Gold's *Pepsi Challenge*.

TMB

VEGETABLE SOUP

Dear TMB,

1) Is there any chance of you sticking a football game on the Powerpack, please?

2) Is Andy Roberts thick?

3) On the Scanner a few months ago you had a game called *Match of the Day*. Any good?

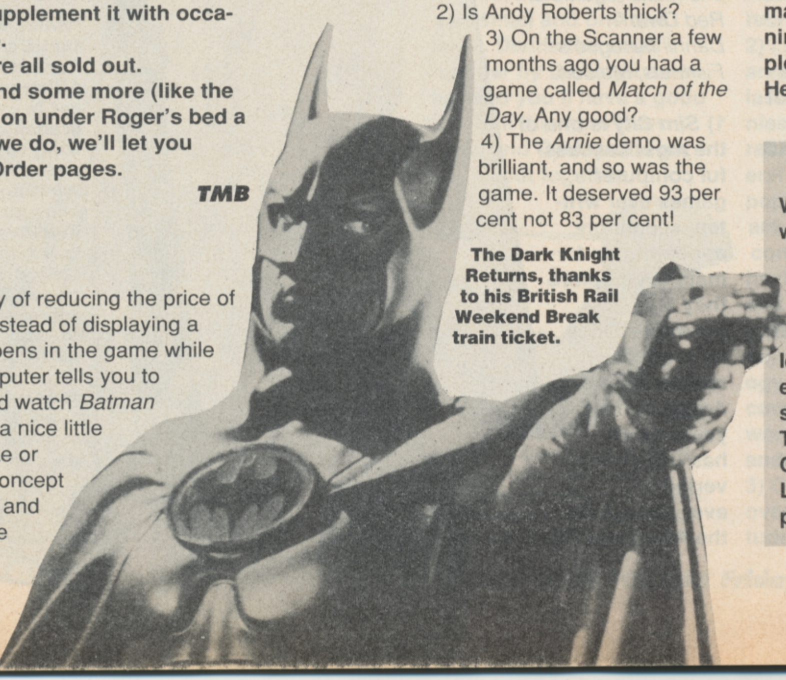
4) The *Arnie* demo was brilliant, and so was the game. It deserved 93 per cent not 83 per cent!

5) Is Lisa Nicholls a millionaire?

6) Where can I buy *Advanced Soccer Sim*? It's brill on my brother's Spectrum!

7) In the *CF*21 review of *The Bod Squad* James 'Vegetable' Leach made a very nasty comment about you. Are you going to be taking any action in retaliation?

Gary P Hutchinson, Somewhere.



The Dark Knight Returns, thanks to his British Rail Weekend Break train ticket.

1) We had a *Match of the Day* demo with issue 24, but we'll try our darnedest to get a full game on the 'Pack soon.

2) Well he's thicker than Trenton, but not as thick as James. To be specific he's about six-foot and one inch and pretty chunkified. So yes in measurement terms he's pretty thick. Oh, you mean intelligent! In that case he's pretty smart.

3) If you check out the review in *CF*25, you'll see it scored 70 per cent. It's good but a bit pricey.

4) Yeah, but it gets ridiculously tough, there's little gameplay development and there's no multi-player option.

5) Do Commodore make computers? Which is a grudging way of saying, yes Lisa *is* a millionairess, many times over.

6) Give the CodeMasters a buzz on ☎ 0926 814132 and they may be able to tell you how to get hold of a copy. But how do you know it's any good? Surely 'good' and 'Spectrums' are not words that you usually associate with each other!

8) Softly softly, catchy monkey, as a very mad person once said. I have been planning my revenge for some time now. My plots should come to fruition next month! He'll get his desserts then!

TMB

THE END

Want to know who, what, where, why and when? Then drop The Mighty Brain a line at *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Every month he tracks down the liveliest letters and prints them in the greatest letters page this side of everywhere. Please don't send and SAEs though as TMB can't reply in person. Oh, and before I go – Kevin Lewis of Scunthorpe, it's a prehistoric flightless bird!

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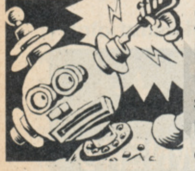
INSIDE INFO

You think you've got problems? Hah! Spare a thought for Jason Finch – he gets more problems a month than Clare Raynor, Kwik-Fit and a whole series of The Crystal Maze put together. What's more, they're your problems! If you're having programming difficulties or techie troubles, write to Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



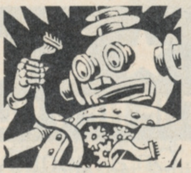
SPLIT SPRITES

Dear Inside Info,

If I had a split screen, is it possible to have a sprite in the MSB (Most Significant Byte) in one half of the screen, whilst in the other half the same sprite is not in the MSB? If it is possible, how do I do it?

Robert Hawksworth, Doncaster.

I presume you are repositioning the sprites each time the raster line latches on to the new interrupt – well, change the MSB register at location 53264 as well, at the same time. It's as simple as that.



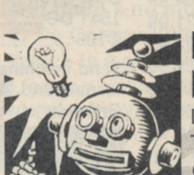
3.5-INCH SOFTWARE

Dear Inside Info,

I recently purchased a disk drive for my daughter's 64. The problem I have is that it is a 3.5-inch drive made by TIB plc. My question is: are Commodore or any of the software manufacturers making, or even thinking of producing, software for this particular disk drive?

Kenneth McLernon, Weymouth.

That's the question that is on everyone's lips at the moment. (*Apart from the woman in the newsagent next to our offices and Dave's Mum, that is – Ed.*) But as far as I'm aware, none of the software houses seem to be bowled over by this particular drive, and when it comes to the crunch, software manufacturers are out to make money, not to please the public with the medium on which that software is stored. So if not as many of these drives have been sold as was originally hoped, the software companies aren't likely to bother releasing games that are compatible with it. Maybe something will come along in the future, but I can't really see it happening myself.



ROUTINE RESTORE

Dear Inside Info,

There was a request in *CF*24's Inside Info for a routine that would enable a RESTORE to be given that would point to any particular line. Well, I found this routine lying around and I think it's the accepted way of doing what you want.

Simon Thomas, Oxford.

It's amazing what people leave lying around these days, isn't it? Your letter was just one of many that we received and they were all pretty much along the same lines. To use the routine you should enter `SYS49152(1000)` or something similar. The number in the brackets is the line number for the RESTORE and should be changed to whatever line you want the routine to point to. So, for those of you waiting impatiently since issue 24, here is that routine:

```
0 REM VARIABLE RESTORE BY S.THOMAS
1 FOR X=49152 TO 49175:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2777 THEN PRINT "DATA ERROR":END
3 DATA 032,138,173,032,247,183,132,095
4 DATA 133,096,032,019,166,164,095,208
5 DATA 001,202,136,132,065,134,066,096
```

I NEED INPUT?

Dear Inside Info,

'Enter your name' is not a question, is it? So why do I have to put up with a question mark all the time when using the INPUT command? Could you tell me a reliable way of getting rid of the question mark please?

Mark Rowles, Essex.

I certainly can. Actually, there are quite a few ways that you can get rid of the infamous question mark. One of them, which I must confess isn't the simplest, is to do the following:

```
10 PRINT "ENTER YOUR NAME";
20 OPEN 1,0:INPUT#1,A$:CLOSE 1:PRINT
```

By doing your input that way, you'll just get a flashing cursor. Make sure you put a semi-colon after the PRINT statement in line 10. The advantage of using this method is that if you want another question positioned immediately after what the user types to the first input, you just dump the PRINT statement in line 20 and the computer will see to it for you.

Hey, Daleks! Cybermen! We can help you rub out the Doctor (or his jumper and that daft umbrella at least).

DOUBLING UP

Dear Inside Info,
Is it possible to enlarge the ROM characters without a long program?
Dean Fennell, Co Dublin.

It sure is. As an example, the program below will double the height of all the standard ROM characters and then switch over to the new character set. You cannot use any of the reversed images of characters, as they are used to provide the bottom portion of the enlarged characters. For example, when you have run the program, clear the screen and type HELLO, then move the cursor down to the next line and hold down the CTRL key whilst you tap 9 which will put the computer in 'reverse' mode. Now type HELLO again. You won't actually be able to see where the cursor is because of the way things work, so just guess!

```
1 POKE 56334,0:POKE 1,51
2 FOR X=0 TO 127
3 FOR Y=0 TO 7
4 FOR Z=0 TO 1
5 A=X*8
6 B=Y AND 3
7 C=Y AND 4
8 POKE 12288+A+(B*2)+(C*256)+Z,PEEK
  (53248+A+Y)
9 NEXT Z,Y,X
10 POKE 1,55:POKE 56334,1
11 POKE 53272,28
```

SCREEN EFFECTS

Dear Inside Info,
May I start off by saying that I think the information your section supplies to users, whatever their technical level, proves invaluable? (*Sure you can – Jason.*) I have attached a listing of a program that generates scrolling colours in the top five lines of the screen which can be used to highlight a title, or similar.
Mr P Smallwood, Cornwall.

Thanks very much for the routine, which I have reproduced for the benefit of the world below. As a matter of interest, the colours used by the program can be changed by altering the numbers in lines 12 to 17 inclusive and by then rerunning the program.

```
0 REM COLOUR SCROLL BY P SMALLWOOD
1 FOR X=49152 TO 49291:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>11985 THEN PRINT "DATA
  ERROR":END
3 SYS 49152
10 DATA 160,000,185,016,192,153,167,002
11 DATA 200,192,048,208,245,076,065,192
12 DATA 010,010,010,010,010,010,002,002
13 DATA 002,002,002,002,004,004,004,004
14 DATA 004,004,008,008,008,008,008,008
15 DATA 010,010,010,010,010,010,002,002
16 DATA 002,002,002,002,004,004,004,004
17 DATA 004,004,008,008,008,008,008,008
18 DATA 001,120,169,078,141,020,003,169
19 DATA 192,141,021,003,088,096,238,064
20 DATA 192,173,064,192,201,002,208,049
21 DATA 173,167,002,141,207,002,160,000
22 DATA 185,168,002,153,167,002,200,192
23 DATA 040,208,245,160,000,185,167,002
24 DATA 153,000,216,153,040,216,153,080
25 DATA 216,153,120,216,153,160,216,200
26 DATA 192,040,208,233,169,000,141,064
27 DATA 192,076,049,234
```

HEX VEX

Dear Inside Info,
How do you enter data for sprites in hexadecimal? Do you need to use a special POKE or something?
John Grindall, Leicester.

Nope, you just need to convert the hexadecimal value into a form that the computer can actually understand before you do the POKE. Here's an example program which won't actually do much but it shows how to incorporate the line that converts the hexadecimal to the form you need – it's the long line that converts the data given in Y$ into a value in the variable Y. Don't put any spaces in line two as it won't fit if you do. You can add more data lines, of course, and you'll need to change the numbers in line one.

```
0 REM HEX EXAMPLE BY J.FINCH
1 FOR X=49152 TO 49157:READ Y$
2 Y=0:IFY$>""THENFORI=1TOLEN(Y$):A=ASC
(MID$(Y$,I,1))-48:Y=Y*16+A+(A>9)*7:NEXT
3 C=C+Y:POKE X,Y:NEXT
4 IF C<>411 THEN PRINT "DATA ERROR":END
10 DATA A9,01,8D,00,04,60
```

WHAT'S THIS THEN?

Dear Inside Info,
I have in my possession a disk called *Commodore Disk User: Volume 4, Number 3* which has software on it to the value of £50. Can you tell me anything about it such as was it given away with a magazine? How many were issued? Is the disk still in production? And does *CF* have copies of any of the others?

Why can't *CF* produce utilities as well as games but on disk instead? There is a severe lack of good utilities for disk users!!

One other thing; you always print the phone number of Commodore UK but could you tell me the address?
Derek Winder, Darwen.

LOWER, LOWER!

Dear Inside Info,
How do you print lower case letters on the screen and printer?
Simon Adlem, England.

To print lower case characters on the screen, you have to enter `PRINT CHR$(14)` and then `PRINT CHR$(142)` to get back to normal. There are variations on this theme, but those two are the most common. To set your printer up for lower case characters, do `OPEN 1,4,7` instead of the usual `OPEN 1,4`.

Hex problems? Don't take chances, take advice... The Scarlet Witch didn't and lived (just about) to regret it.

Let's deal with things in reverse order, shall we? (*What is this? Miss World? – Ed.*) First of all, the address of Commodore Business Machines (UK) Ltd – to give them their full title – is The Switchback, Gardener Road, Maidenhead, Berkshire SL6 7XA. And for anyone that has missed it in the past, the telephone number is ☎ 0628 770088.

As for the disk query, I'll hand over to Trent for a paragraph or two:

"Well, in addition to the tape-based Powerpacks, we do offer a tape-to-disk facility. Obviously, this gives you the format but not the programs you want. Over the next few months we should be expanding our Powerpacks to include more utilities software (both commercial and PD). To do this effectively, though, we need to know exactly what you want! This way we can ensure that you get the kind of utility you need to make your disk system run like a dream. So write in and let us know what you want!

"That will take us a month or two to get organised, so in the meantime why not

CRASH OUT

Dear Inside Info,
Recently I have bought the Action Replay Mark VI cartridge but when I write machine code programs with the monitor and then run them I get mysteriously transported to the freeze menu. Please can you tell me how to run machine code programs successfully because I want to learn how to do really good machine code programs? I know it's not just a case of writing my programs at a different address because I tried that.
Tom Poyntz-Wright, Taunton.

It may have helped a bit if you had enclosed a sample of what you're doing which the computer doesn't like. The reason the computer automatically puts you at the freeze menu is because it, in simple terms, is getting confused about what it should be doing. This could be due to all manner of things. To start with, when experimenting, write code at $C000 and always include an RTS instruction at the end. Here's an example machine language program that you can enter in the monitor. Type exactly what I've given below:

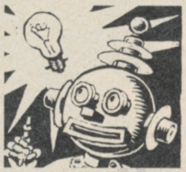
```
AC000
LDA #$01
STA $0400
RTS
```

To execute this piece of machine language you should then simply type `GC000` at the full stop prompt in the monitor. Alternatively leave the monitor by entering `X` and then from Basic type `SYS49152`. It should have the same effect and the computer shouldn't leave you wondering why it has presented you with the AR freeze menu.

A man's gotta do what a man's gotta do – then have along nap afterwards (a phenomenon on which Hunter S Thompson was an expert).

try one of the disk-mag clubs? These are people just like yourself who have a disk drive and want to get the maximum from it. Club Light, is a pretty good example, and more details concerning what it can offer the discerning disk driver can be obtained by sending a large SAE to Club Light, 7 Fallowfield Close, Valley Drive, Norwich, NR1 4NW."

Meanwhile the disk you enquire about is of one of a number that came attached to the cover of a magazine called – wait for it – *Commodore Disk User*. It was last published in October 1991 and gave just under 40 disks. And no, we at *CF* don't have access to them (It was published by some rival or other).



FUNCTION FROLICS

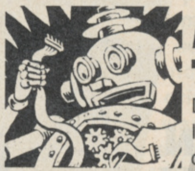
Dear Inside Info,
Here's a handy program which allows you to change the function keys to any command you want – as long as it's a short command. It can make up to 16 different definitions which can be obtained by pressing the function keys on their own or with SHIFT or CTRL. It helps in lots of ways and is very useful.
Greg White, Exeter.

Right then, just a few words before the listing. You can change the DATA lines at the end to allow for your own commands. Use apostrophes (SHIFT and 7) instead of quotes (SHIFT and 2) where needed. And remember that if you want it to 'return' at the end of the command, use an exclamation mark (SHIFT and 1).

```
0 REM FUNCTION KEYS BY GREG WHITE
1 FOR X=828 TO 914:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>10591 THEN PRINT "DATA
  ERROR":END
3 SYS 828
10 FOR A=0 TO 15:READ W$
11 FOR B=1 TO LEN(W$)
12 L=ASC(MID$(W$,B,1))
13 IF L=33 THEN L=13
14 IF L=39 THEN L=34
15 POKE 52992+A*10+B-1,L
16 NEXT
17 POKE 52992+A*10+B-1,0
18 NEXT
19 DATA 169,071,160,003,141,
   143,002,140
20 DATA 144,002,096,164,
   203,196,197,240
21 DATA 010,177,245,201,137,176,004,201
22 DATA 133,176,003,076,072,235,233,133
23 DATA 133,197,010,010,101,197,010,174
24 DATA 141,002,224,001,240,014,224,002
25 DATA 240,007,224,004,208,009,024,105
26 DATA 040,024,105,040,024,105,040,170
27 DATA 160,000,189,000,207,240,009,153
28 DATA 119,002,232,200,192,010,208,242
29 DATA 132,198,162,255,076,038,235
30 REM
31 DATA SAVE!,LOAD!,GOTO,CHR$(
32 DATA RUN!,LIST!,PRINT,THEN
33 DATA POKE,PEEK(,PRINT#,INPUT#
34 DATA NEXT,GOSUB,RETURN,LOAD'',1,1!
```

SERIAL KILLER

OK then, so I made a mistake. Yes I admit it. I'm not infallible. To err is human. You learn by your mistakes. Let he who casts... (*Yes, all right, we get the point. You're sorry. Now tell us what you're sorry about – Ed.*) In *CF*24 I told Richard Pemberton of Crewe that if his computer could be reset via the serial port then there was something seriously wrong with it. Thanks to an electronic genius by the name of Jack Sharman of Essex, I have been put to rights – C64s built before 1984 *do* have a RESET connection on the serial port, whereas most of those made after 1984 have don't. That is the reason why Richard's serial port computer killer switch won't work on the newer C64C computer.



MONITORING THE AMIGA

Dear Inside Info,
I own a Commodore 128 computer which I have connected to a Commodore 1902 colour monitor. I am thinking of splashing out on an Amiga 500 but I'm not sure whether I will be able to use it with my present monitor. The 1902 has composite video, RGB and RF sockets so I guess at least one of these would be compatible? But I am not sure if the resolution would be as good as the 1084 monitor often used with the Amiga.
Warren Hancox, Coventry.

Both the 1084 and 1902 monitors are medium resolution monitors and so I can see no reason for the Amiga not to produce a decent image on your particular monitor. It must allow an analog RGB display and have a separate connection for the audio output, unless, of course, you plan to link it to a stereo system. That would be the advantage of a 1084S monitor of course – it caters for stereo sound whereas the 1902 does not. If there is any difference in the picture resolution then I can only assume that it would be so slight as to be unnoticeable.

CORRECTIONS, ERRATA, ALL THAT MALARKEY

The listing that went with Behind Bars last month went a bit wobbly. Here are the affected lines and how they should look:

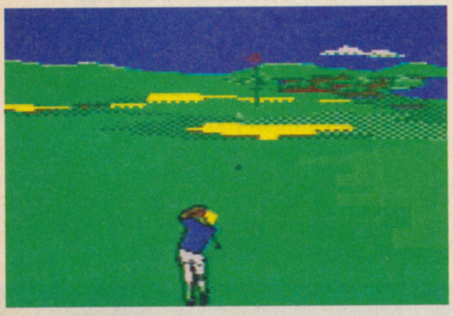
```
120 PRINT CHR$(19) "YOU CHOSE OPTION
NUMBER";CH
130 END
140 :
150 REM  THE FOLLOWING LINES SHOW HOW

5040 NEXT
5049 :

5090 IF A$<>CHR$(17) AND A$<>CHR$ (145)
THEN
```

ROGER FRAMES
buys
Budjit Games

Germany has been an eye-opener for our frugal friend. The shock of seeing Brünhilde, Rutger Fenster's girlfriend, was too much for him. Although he has no money and is miles from home, Roger vows to escape from his erstwhile pen-pal and that girl...



Put on those plus fours, shout fore, pitch the ball forwards, and get a tattoo on your forehead. (Um, forget that last one.)

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Hit Squad £3.99 Contact 061 832 6633

Weird. When it arrived, I thought this was going to be a game about volcanoes and dinosaurs, but I was wrong. It's about golf instead. The idea is simple. You play golf. You can either play on your own, you can pay another human or you can take on some famous people and lose.

Each hole is seen is glorious 3D and takes an age to draw. You appear, and a data box gives you a load of info on the hole (how deep it is, how circular and whether there's any water at the bottom).

You swing away wildly and watch as the ball sails off into the blue sky. It's a bit slow, but it's well animated. Then, if you're on the green, you putt, the ball goes in and you pocket a cheque for £200,000.

It's an excellent golf game, is this. You get to do everything you could want (except whizz around in those excellent golf carts) and the game is refreshingly playable.

You'd think that it would be crippled by a multi-load from hell, wouldn't you? Well crippled isn't the word. Partially handicapped would be more like it. You don't have to wait for ages, but you do have to wait. Still, golf isn't the fastest game in the world anyway.

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Yep. I like *JNG18HOMCG*. It's better than having to eat the skin off the top of your cocoa anyway. And have you seen the price of green-fees today? Shocking. I'd write to my MP but he doesn't have a Freepost address.

FRAME RATE 80%

CREATURES

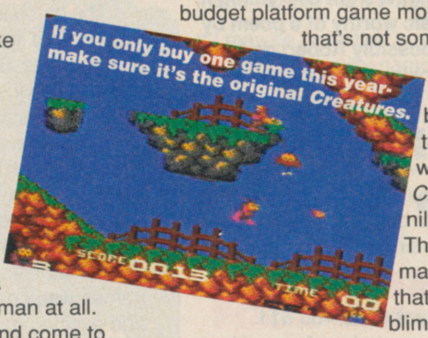
Kixx £3.99

Contact 021 625 3388

Clyde Radcliffe is a man with a mission. Well he's not really a man at all. He's a sort of creature thing. And come to think of it, he hasn't got a mission really, either. What he's got to do, in fact, is go through a landscape filled with beautifully-animated baddies.

But hold on – Clyde is beautifully drawn as well. And so are the backgrounds! In fact, everything's beautifully drawn in this game. It's one of the best 'beautifully-drawn' games around.

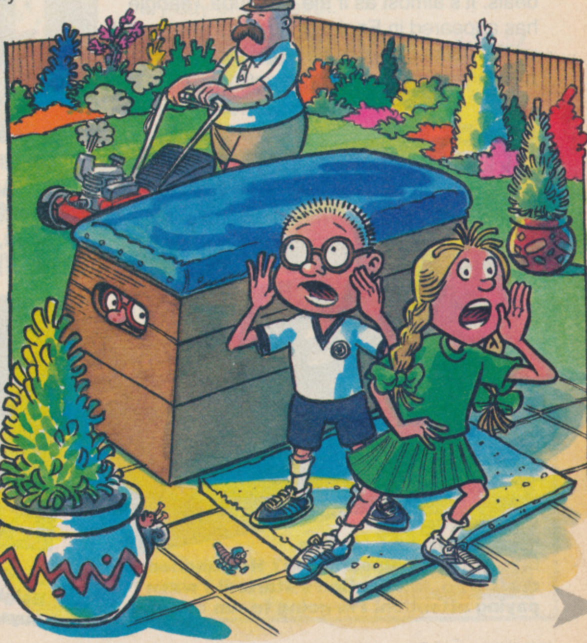
As you wander along, you've got to kill as many baddies as you can, by shooting them with these weird sort of blobs. You've also got to collect things called 'magic potion creatures'. These allow a witch to mix some magic (guess what?) potions. Clyde can drink these to gain special weapons. He's also got appalling halitosis – one breath can kill!



If you only buy one game this year- make sure it's the original Creatures.

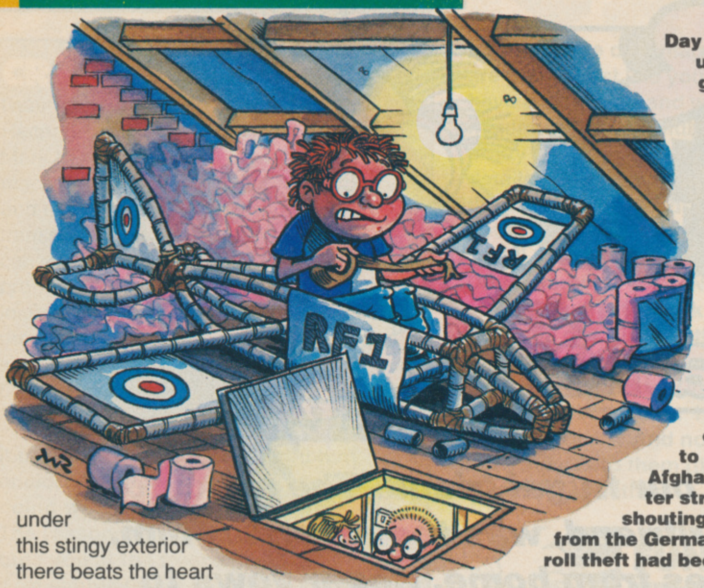
The plot is pretty weird and amusing, but once you start playing the game, you'll forget about the storyline and sit there, amazed by the complete excellence of the graphics, playability and sonics. It's possibly the best budget platform game money can buy (and that's not something I say often).

So it's cute, it's ace to look at, it's big and it's fun. Is there anything wrong with *Creatures*? Well funnily enough, no. There isn't. Well, maybe. I must confess that I found it pretty blimmin' difficult. Of course, you're probably far better at games than me, and you probably think I'm a wimp, but let me tell you, that



Day three. Security at the Fenster household is tight, but I have a few plans. I've given up on my idea of smuggling out a message, as it would cost a 40 pfennig stamp, and there's no-one I really want to write to.

I decided to start three tunnels, called Tom, Dick and Barry, to confuse the enemy. Under cover of darkness, I dragged Herr Fenster's vaulting horse on to the lawn to hide evidence of my nocturnal diggings. The horse also doubled as an inconspicuous hiding place for when the Fensters sent out search and destroy patrols...



Day five. To keep my spirits up I started to build a glider in the attic. Constructed totally out of toilet-roll tubes, it had to be capable of getting me from my prison in Schlectsheim to High Wycombe and freedom. Öberbahnhofführer Rutger and Brünhilde were stepping up the searches, too. Things were getting desperate. I fashioned a pass-key out of toothpaste and tried to disguise myself as an Afghani tribesman. But disaster struck; judging by the shouting and screaming I heard from the Germans' quarters, my loo-roll theft had been discovered...

under this stingy exterior there beats the heart of an angry mountain tiger. And if I say a game is hard, it's hard, all right? I'll fight anyone who disagrees. (*Steady on, Rog – Ed*).

Though it pains me to say it, go out and spend money (yes, real money) on this game. You really have no choice.

CREATURES

Better than coming home from school to find The Shamen, Lisa Stansfield and Metallica 'jamming' in your bedroom, and inviting you to join in. It's got everything it needs to be a classic worthy of a poem by Princess Anne or possibly Robert de Niro. We're talking 'sprinkle salt on it and call it a delicious slice of urban coding'.

FRAME RATE 94%

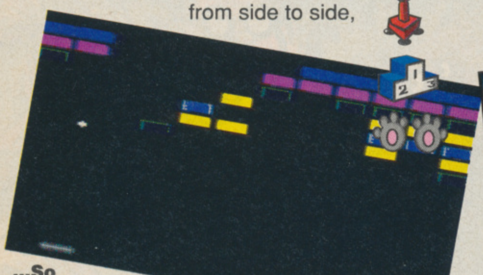
FOUR GAME PACK

Atlantis £3.99 Contact 0732 465 511

There must be some mysterious force at large in the atmosphere. I mean, suddenly, everyone's doing four-games-on-one-cassette-type deals. It's almost as if the Bermuda Triangle has appeared in England, and has swallowed up the entire contents of... (*Get on with the blinkin' review, you spotty skinflint. Ed*).

CRACK UP

Crack up? You probably will when you see this. It's a version of the old 'game' *Breakout*. You move a paddle from side to side, bouncing a ball which flies up and knocks bricks out of a wall, the object being to knock out every single knock-outable brick (some of them are indestructible, you see).



...So I says to Barry, "Barry, your bike isn't as fast as mine". Guess what? He punched me. Oh no, the caption's started! I wasn't paying attention! I'm going to run out of...

Depending on where on the paddle you catch the ball, you can angle it to fly up in almost any direction. Thus, if you're as skilled as me, wear brilliant glasses and have a Bristol Rovers shirt, you can send the ball up through a gap you've previously made, and watch, chuckling, as it bashes in all the blocks from the other side.

The game is so old, it's new again. I wasn't born when it first came out. Neither were all my grandparents. So it's got a sort of shabby novelty value now. As you beat each screens-worth of blocks, you progress to a harder screen, with blocks you have to hit twice, as well as those blocks that can't be destroyed.

It's marginally more fun than going down High Wycombe's main street dressed as a schoolboy in an attempt to con money out of gullible tourists. But if you're used to C64 games with complex graphics, decent sound and exciting gameplay, buy this compilation and use the *Crack Up* part of the tape to record a karaoke version of *Holiday in Cambodia* by Dannii Minogue.

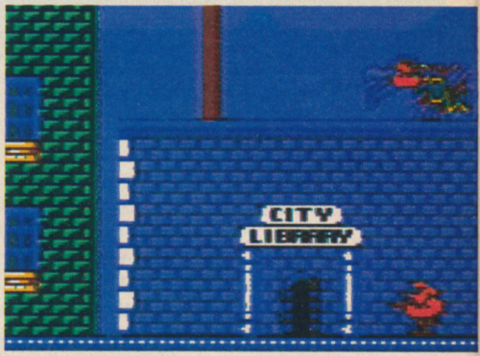
SUPERKID

New York is overrun by crime. People are getting their heads thumped in almost hourly. Armed robbery is rife. It's so bad, the local version of *Crimewatch* is on, not monthly, but every week! Something has got to be done.

But I'm only 14, so I'll just stay in England and review budjit games instead. Curiously, this one, *Superkid*, is about New York crime. You play a child who can fly, dodge bullets and walk off tall buildings. His mission is to punch and kick the townsfolk who he meets on each level. He has an energy meter which goes down if they land a blow on him (or he flies into them).

It's not that brilliant, to be totally adult for a second. There are quite a few levels (well, three, it would seem), it's got a good running speed, and there are plenty of baddies to beat up, but ultimately it's really rather sad. And the idea of a kid doing all this stuff reminds me of the sort of stupid TV shows on at 4.45pm where the kids always solve crimes and get rewards.

The best thing about it is the large POW! which appears when you hit folk. I hit Mr Wilkins from the grocery shop to try it out, and he kicked my backside and told my parents. Violence doesn't pay, kids. If it did, I'd be trying to earn a fortune. Oh, and the final word on *Superkid*? It's rather silly.



Be rock hard and hurt people for a living. Be a boxer. But until that happens avoid this game like you avoid Brussels sprouts.

YOU'VE BEEN (ROGER) FRAME(D)!

They're still flooding in! It's a sobering thought that out there, in normally quiet homes across the land, an army of Frames lookalikes is stirring. And one day, soon, they'll rise up as one and refuse to spend any more dosh on anything.

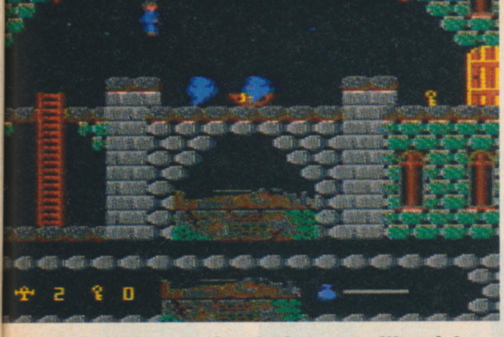
Anyway, we hope you've enjoyed looking at them. To tell you the truth, we're fed up of seeing 'em now. So please don't send any more. All the ones we have will be returned soon, and the overall winner will be chosen. (Boy are some of them weird-looking dudes!).

Gerd Buys, Belgium. (Gerd buys budjit games!)

Benji the Labrador, York (who owns Matthew Harris.)

Jeremy Cram, Glasgow (sent by Chris Fullerton.)

A Hollingworth, Belper. (Yes, Belper!)



This is *Spooky Castle*. I went to Warwick castle once, but was chucked out for breaking bits of stone off the ramparts and selling them to Japanese tourists.

SPOOKY CASTLE

This so-called 'spooky castle' is packed with small spirits. Well, small sprites actually. You play a tiny chap who rushes around, trying to jump over things and avoid the bats, ghosts and other objects which whizz around.

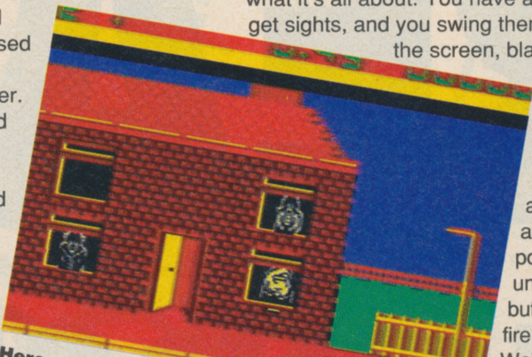
It's like a poor man's *Addams Family*, is Spooky Castle. But that doesn't mean it's very good. It isn't. As you run from screen to screen, you soon realise how you can avoid the stuff flying your way. To get out of the path of ghosts, simply get on to something a bit higher than them. And the bats can be ducked by diving down low. Rivetting stuff it isn't.

In fact, the best thing about the game is the plot. Princess Clare has been imprisoned by some evil ghosts. Don't laugh – it could happen to anyone. Last week my mate Barry got captured by three talking jellyfish while out walking on the South Downs. They forced him to smear mud on his face and fall in a pond. The worst thing is, his parents didn't believe him.

Back to the plot; Clare's dad dad, Prince Michael (not of Kent), has promised her hand in marriage to anyone who can save her. (I'd rather have her hand in a pickle jar.)

You play gormless Gary, who has to try and save her. This involves rushing around and collecting keys. Plug away at it and you'll end up shackled to some royal *girl* for the rest of your days. Imagine having to carefully put out every spider she sees, and having to calm her down on stormy nights. I'd rather live with a rabid polar bear.

Anyway, *Spooky Castle* is the best game on the cassette. It's diverting, it's a bit of fun and it's big enough to keep you going for a while.



Here you see a view of... Coming Mum!! Sorry, I have to leave this caption as it is. I've got to go

CROSSFIRE

Atlantis have chosen to call it *Crossfire*, but they might as well have called it *Sad Drawing Of Houses With Rubbish People Occasionally Popping Up*. Because that's what it's all about. You have a set of target sights, and you swing them around the screen, blasting at anybody who sticks their heads out of the windows.

If you shoot any girls who appear, you lose points (I don't understand why), but otherwise you fire at everybody. Wait for too long and you'll be hit by one of these pathetic characters firing back.

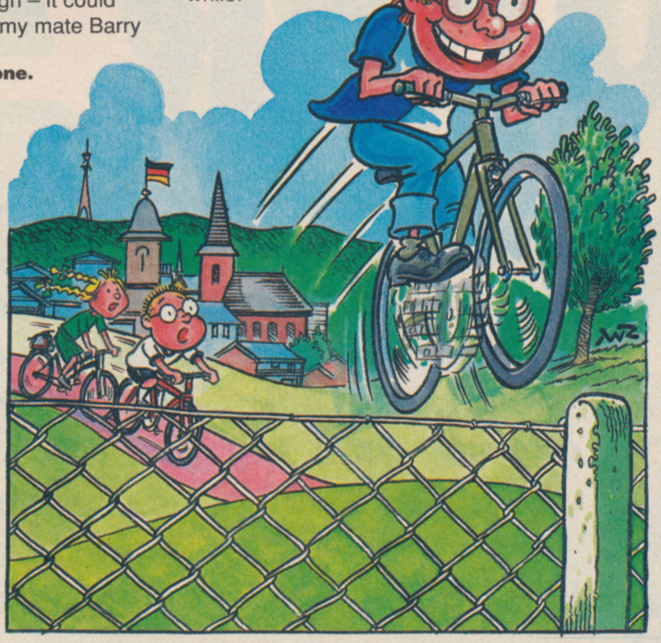
You have to last as long as you can, while a time limit ticks down. If it gets to zero and you're still alive, you move on to the next screen where more of the same takes place. It's by far the worst game on the cassette. It reminds me of the time when I was really little and used to wonder what I'd be when I grew up. I always wanted to be a registered charity, but after seeing this game, I think I'd better give my money to pay for it's cremation.

If I may be permitted to sum up m'lud? Here we have four guilty games. There can be no excuse for the notorious Atlantis four. The only one not deserving of a life sentence is *Spooky Castle*. These, ladies and gentlemen of the jury, are games which would make honest, right-thinking citizens put engine-parts on their heads and hop around claiming to be the pre-tax prophets of the Church of British Telecom.

Day one hundred and ninety-one. The day of the mass Frames breakout. I set up a diversion by dropping a coin on to Rutger's head from the attic trap-door. As he scrabbled for it, I launched the glider. But disaster struck – the window was too small, and the wings were ripped off. I plummeted 30 feet and went through the shed roof.

I could hear shouting and the baying of dogs getting close. Thinking quickly, I leapt on to a bike and pedalled away furiously. Rutger and Brünhilde gave chase, but in a storming Steve McFrames manoeuvre, I leapt the fence and was soon heading for the Swiss border and a C64 to play.

And the best thing about the whole episode? It cost me under 15 pence in total!



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READ IT THURSDAY 15 OCTOBER '92

Ever heard of *Sonic The Hedgehog*? Of course you have. Well one year after taking the videogaming world by storm, he's back on the Mega Drive in his second adventure. Question is, of course – is it any good? For the UK's first review and 108 pages crammed with Mega Drive features, news and reviews, just do as the page says: read it.

MEGA

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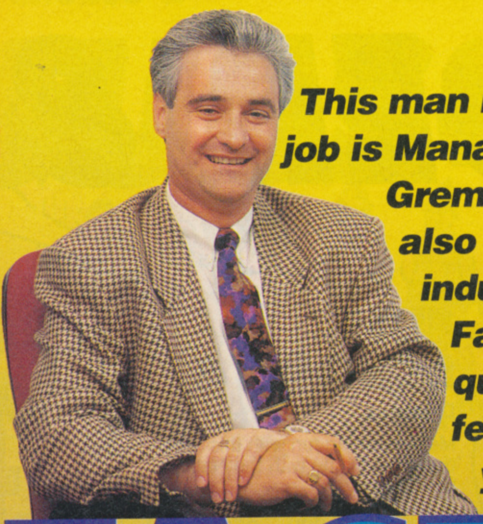

This man is Ian Stewart. His job is Managing Director of Gremlin Graphics. He's also the first computer industry insider to go Face to Face answering questions set by the most feared of interrogators – you, the CF readers.

Commodore FORMAT

FACE TO FACE
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FACE TO FACE

Back in issue 23 we invited you to give some major names in the computer industry a decent grilling. We received such an impressive response that we're going to print the answers month-by-month to allow each big cheese a chance to tackle a sizeable selection of your questions. Our first victi… um, guest is Ian Stewart, Managing Director of Gremlin Graphics, the company coding *Nigel Mansell's World Championship*, one of the biggest licence for ages, and responsible for such other 64 classics as *Space Crusade*, *Hero Quest* and *Lotus Turbo Esprit Challenge*.

How would I get a job as games tester and what qualifications would I need?
Martin Hanson, Bristol
You first have to send an application letter and a CV to us. If there are any vacancies, you'll be considered immediately. If not, your letter will be kept on file until a possible position arises. Although no formal qualifications are needed, a basic knowledge of computers is required; this includes things like how to set them up. You would also need to have a good knowledge of and interest in computer games, as our testers are asked if they think the games are good, and what changes could be made to improve them.

Wasn't it a risk deciding to do a Nigel Mansell licence when it wasn't certain he would win the World championship? And have you actually met Mr Mansell?
Andy Carter, Dulwich
When we decided to create *Nigel Mansell's World Championship*, it wasn't certain that he would actually win. But we were confident that he would do well, and would prove to be a very good licence opportunity.

Now Nigel Mansell has won the World Championship, it gives us an added bonus and the opportunity to produce a game that will race just as well as Nigel.

A few people from Gremlin have actually met Nigel Mansell. He's a nice guy.

> ***When we decided to do Nigel Mansell's World Championship, it wasn't certain he would actually win.***

Who actually thinks up ideas for your games? Do you accept suggestions from members of the public? And who writes the plots for the games? Can I?
Philip Hull, Crawley
Games are produced in various ways. For example, with *Nigel Mansell's World Championship* and *Lotus 3 – The Ultimate Challenge*, we got the licence first. Then we found programmers who could create a racing game to fulfil each licence's potential.

The producers have a large input of ideas into these games, but in other games, like *Zool* on the Amiga, the programmer comes up with his own ideas for the game.

Occasionally members of the public will write in with ideas. Every one of these is looked at, but very rarely do we find one which is appropriate and would make a game up to our standards.

Will Gremlin be making any cartridges for the 64? If so, will you be putting more than one game on each cart?
Suzanne Dale, Southampton
I'm afraid to say Gremlin have no plans for making games on the C64 cartridge format at the moment.

What do you think is the best game Gremlin have produced and why?
Naomi Harper, Bedford
We have a very good range for the 64, but it's difficult to say which is the best, as they're all so different. *Lotus Esprit Turbo Challenge* was an excellent racing game, *Hero Quest* was a very good role-playing game and other great pieces of software include *Space Crusade, Supercars* and *Switchblade.* They're all so different, *you* decide which is the best

SHORTIES

Ian, do you have a Lotus?
No I don't have a Lotus at the moment!
Personally, what's your favourite game?
My favourite game at the moment is *Zool* on the Amiga. Sorry, but I'm being honest!
How many people work for Gremlin?
We have about 20 people on the management team and 45 people on the programming team. We also use lots of freelance programmers who work out of house.
What's Gremlin's address?
Our address is Gremlin Graphics, Carver House, 2-4 Carver Street, Sheffield S1 4FS.

● As we're spreading the answers over a few months there's still time to write to the other members of our panel. They are: *Danielle Woodyatt*, Public Relations Manager of US Gold; *Kelly Sumner*, Managing Director of Commodore UK; *Greg Ingham*, Group Publishing Director of Future Publishing's Leisure Division; *Jeff Minter*, Programmer and Director of Llamasoft; *David Darling*, Managing Director of Code Masters and *Ken Lockley*, Public Relations Executive of Ocean. Send your questions to any (or all) of them to the Face to Face address (above). We'll send them on to the right bods and print the replies in the next few issues.

"Members of the public will write in with ideas and every one of these is looked at."

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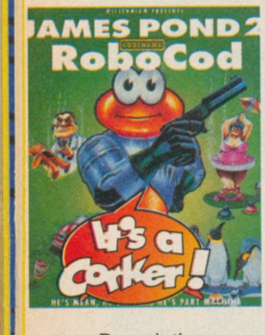

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CF21 Powerpack games: *Ancipital, Southern Belle*. Demos: *The Addams Family, Arnie, Euro Football Champ.* Reviews: *Indy IV, Chuck Rock , The Addams Family.*

CF22 Power-pack games: *Hover Bovver, Agent Orange*. Demos: *James Pond: RoboCod, DJ Puff.* Reviews: *Bug Bomber, Euro Football Champ, James Pond 2, DJ Puff.*

CF23 Powerpack games: *Defenders of the Earth, Johnny Reb 2.* Demos:*Bug Bomber, Nobby the Aardvark, Biff*. Reviews: *Cool Croc Twins, Turbo the Tortoise, Xenomorph.*

CF24 Power-pack game: *Famous Five*. Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Reviews: *Nobby The Aardvark, Ugh!, Elvira 2., Mega Sports.*

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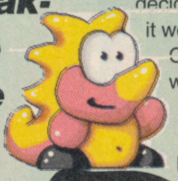
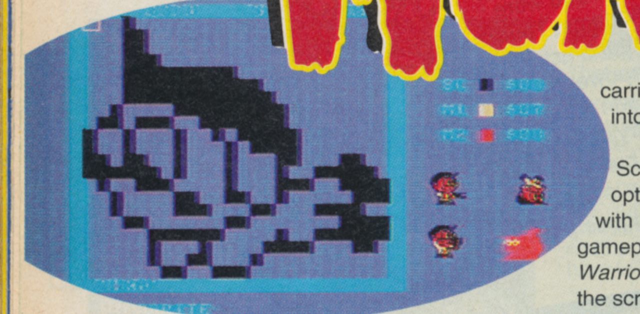
Mayhem in Monsterland ***is going to be huge. How do we know? Because it's being written by John and Steve Rowlands, the team behind the awesome*** **Creatures1** ***and 2. In a*** **CF** ***exclusive series over the coming months, the lads are going to reveal, step-by-step, exactly how the game is taking shape, from the initial idea to the final product...***

Let's make a MONSTER





Katapult Kidz **– an early idea for the new game that was ultimately shelved.**

Ever wanted to know how games are created? Then you're in the right place. Y'see creating games is what we do for a living. Let's get the introductions out of the way. We're Steve and John Rowlands otherwise known as Apex computer Productions. You might possibly have heard of a couple of the games we've written: *Cyberdyne Warriors* or *Creatures 1* and *2*, perhaps?

We also wrote the Clyde Guide for *CF* a year or so back. That was a day-by-day diary which followed the progress of *Creatures 2* (the hero was called Clyde, you see). This time things are going to be different. Not only will we tell you what we do as we work on our latest epic, we'll also tell you why we do it. This installment has been scientifically formulated to inform, inspire and educate, without bleaching colours (even at 40 degrees).

AMBIENT AUGUST: DESIGNING THE GAME

From the start we wanted to make the game console-esque, aiming for high playability as well as amazing aesthetics. It's going to be platform-orientated, like the majority of console games, but with speeds not yet witnessed for platform games on the C64 (we hope). We've learnt from *Creatures 1* & *2* that cute games can be successful, so naturally we decided to make this game cute as well.

From the beginning we wanted to incorporate elements from the best console platform games, as the C64 has no games of this type (no good ones, anyway). But before we got carried away with the design we had to take into account the limitations of the C64.

The first thing we decided was how the Screen should be updated. The easiest option is to have a flip-screen format (as with *Cyberdyne Warrior*), but this limits the gameplay considerably (as with *Cyberdyne Warrior*). The most obvious decision is to scroll the screen. A conventional scroller, which most games use, has a few limitations; the amount of colour that can be displayed, the size of the scrollable area and the speed at which that area scrolls. We opted for the *Creatures* scroller which would need to be adapted considerably to suit the game design, requiring a bi-directional scrolling playing area with variable speeds! (That means it'll scroll up and down as well as side-to-side).

> **It'll have speeds not yet witnessed for a platform game on the C64.**

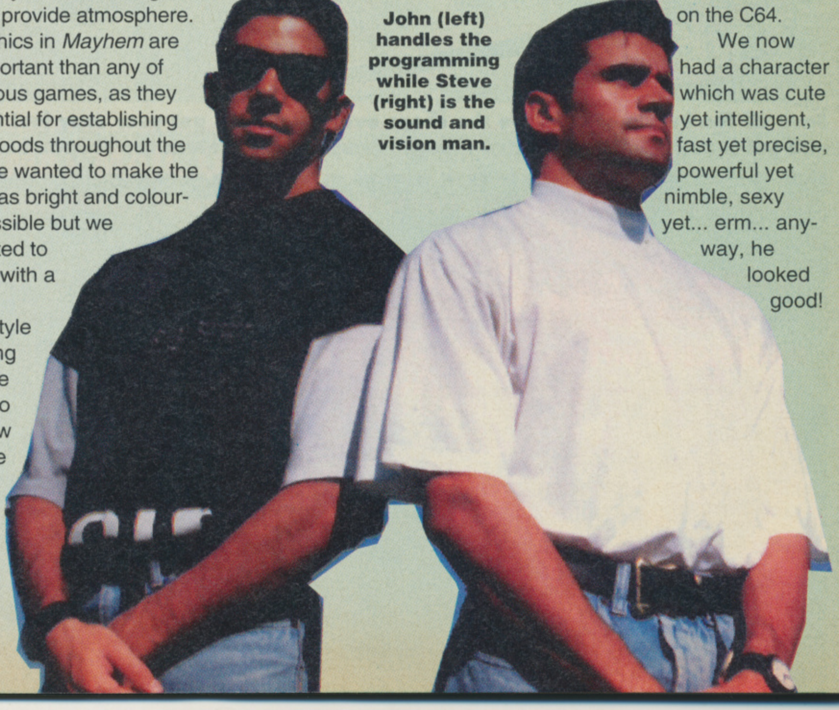
Once this basic design was finalised we had to consider the look of the game. Graphics are not only there to look good, they also provide atmosphere. The graphics in *Mayhem* are more important than any of our previous games, as they are essential for establishing certain moods throughout the game. We wanted to make the graphics as bright and colourful as possible but we also wanted to come up with a different graphic style to anything we'd done before. So after a few (very) late nights we had a dozen sketches on which Steve could base his level graphics. Now we had a rough idea of what the graphic style was, we set about designing the player...

CHARACTER BUILDING

The next step is designing the player's character. We started designing the main player by sketching out ideas and messing around with the sprite editor for a few days. We had to decide on the sprite specification, whether it would be a single, multicolour sprite (like Clyde in *Creatures*), a multicolour sprite with a hi-res overlay (like the players in *Cyberdyne*), or a larger player with several sprites bolted together. The problem with having a large player is that it would: a) make the playing area feel smaller, b) limit the amount of on-screen sprites you could display, c) use more graphic memory d) make the player larger than the nasties (when it should be the other way around).

Detail is probably the most important factor for a character in this sort of game, and using a multicolour sprite with hi-res overlay would give us the detail we required and enough free sprites for bad guys. So once we knew how the player was structured, it was off to the drawing board to try and come up with a decent character. As the game is set in the Mesozoic era (that's when dinosaurs lived to you and me) he had to be a dinosaur. He is, in fact, a baby dinosaur named Mayhem – hence *Mayhem in Monsterland*. During the game he will be able to charge at other monsters to kill them, and therefore needs some sort of weapon. We can't really give him a 'Maser Staser Phaser Laser' (© Rob Ellis), as it has to relate to the game. Therefore we gave him a horn with which to impale his adversaries, with the ability to crush monsters to death at slower speeds. As with most of Steve's graphics, he was designed on paper and then recreated on the C64.

We now had a character which was cute yet intelligent, fast yet precise, powerful yet nimble, sexy yet... erm... anyway, he looked good!

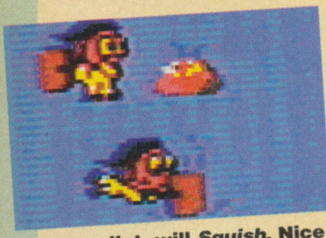


John (left) handles the programming while Steve (right) is the sound and vision man.

IN THE BEGINNING

Mayhem in Monsterland wasn't the only game idea we considered as a follow up to *Creatures 2*. Here somew of the ohers and the reasons why we didn't develop them:

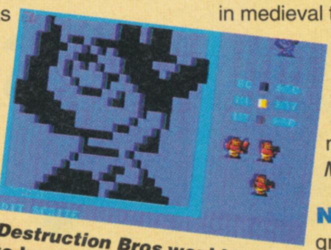
GENESIS This was a game which we designed three years before *Creatures*, and was in the playable demo stages before we decided to abandon the project (because of the technical limitations of the C64). Since its initial design we've developed it into an awesome game, which is unfortunately just in our heads. Ho Hum. Look out for it on a more powerful machine in the future. Virtual Reality would be nice...



Have mallet, will *Squish*. Nice idea – difficult to flesh out.

SQUISH This was a game which we designed two years before *Creatures 2*, and was a four-way scrolling isometric 'go around squashing things with a mallet'-type affair. The idea behind this was to colour tiles by squashing baddies, their blood changing the tile's colour. The game had a good violence factor, but the idea was dropped owing to a mental block.

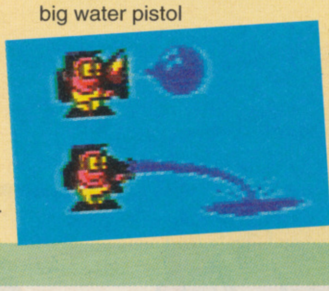
KATAPULT KIDZ Designed at the same time as *Squish*, this was a horizontally-scrolling arcade adventure based around two pranksome schoolboys armed with catapults. These schoolboys were based on the characters from *Squish*, *H2O* and *Destruction Brothers* as we thought that they were cuter than a really cute thing on national cute day. This was axed from the Apex schedule to make way for *Creatures 2* (out now on cassette and disk).



Destruction Bros would have to have been a cartridge game.

DESTRUCTION BROS Planned for release on cartridge, it was scrapped owing to the dwindling cartridge market. The game was to feature super-bitmaps, a 128 sprite multiplexer, and a pseudo eight-voice sound engine... OK, we're dreaming again. Seriously though, it would have featured simultaneous two-player super-weapon-wielding action. Basically it was the bee's knees – all six of them.

H2O After the *Destruction Bros* were rubbed off the drawing board we opted for a slightly less violent games scenario. The main character in the game was based heavily on the *Destruction Bros* characters but without the fire power. This time he had a big water pistol (honestly!) and he used it to extinguish hundreds of fires. The main reason for scrapping this design was that after the freshness of the idea had worn off, the game wasn't as practical as was first thought.



The game that would have made water pistols dead trendy – but *H20* just didn't prove practicable to develop.

THEO SAURUS The main character was a cute baby dragon named Theo, whose parents were brutally slain by merciless villagers in medieval times. Theo would progress through villages crushing castles, torching knights and generally dishing out justice (in quite sizeable portions). It was scrapped to make way for... *Mayhem in Monsterland* (da-daaa!).

NB All the above characters, graphics, names and game designs are copyright © 1992 Apex Computer Productions.
So there!

NEXT MONTH

We're back in four weeks with a ticket to Scroll City, Arizona – and we haven't even told our parents what time we'll be back! So with production actually starting on the game next month, the diary will be in a more chronological format (CF?). This installment was brought to you with the divine assistance of Andy Roberts and regular Chinese take-outs.

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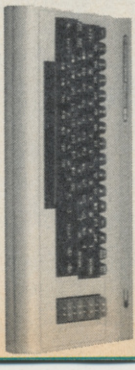

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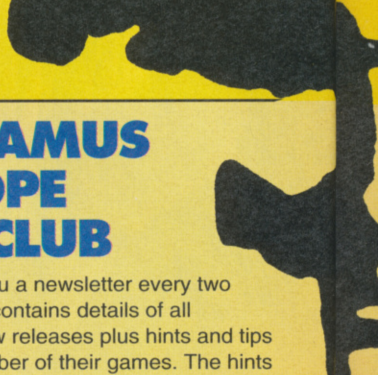
SO YOU THINK

Everyone buys the occasional C64 game. Even the most unlikely people have been spotted purchasing the odd budget title – Princess Stephanie of Monaco, George Bush, even Dannii Minogue. (Are you sure? – Ed.) But you can tell real fans – they join the fan clubs. And today, for your reading pleasure, CF checks out four of the biggest software house fan clubs: what do you get, what does it cost and how do you get hold of it?



CODEMASTERS CARTOON TIME CLUB

If you have recurring dreams about living in a giant ants' nest, don't worry – there's a cure. Simply join the Cartoon Club, send off for lots of *Dizzy* gear and drink 12 cups of coffee before you go to bed. You won't sleep a wink.

The Cartoon Club was set up to provide fans with info about the Codies' *Dizzy* games, but it's now grown to encompass everything they produce. There are hundreds of members and the club's growing all the time.

When you join, you get news, gossip, hints and tips, all in a snazzy newsletter put together by the cheerful Clare Lucas. (How do we know she's cheerful? Check out that grin ☞.)

You can also use the club to get hold of what we in the trade call merchandising; there are T-shirts, mugs, clocks, sports bags and baseball caps all featuring Dizzy's cute little eggy face.

To join, all you have to do is cut the bar codes off the next five CodeMasters games you buy and send them to Clare Lucas, Cartoon Time Club, CodeMasters, Lower Farm House, Stoneythorpe, Southam, Warks, CV33 0DL.

DIZZY
DIZZY
DIZZY
DIZZY
CODEMASTERS

THE CARTOON TIME CLUB COMPO!

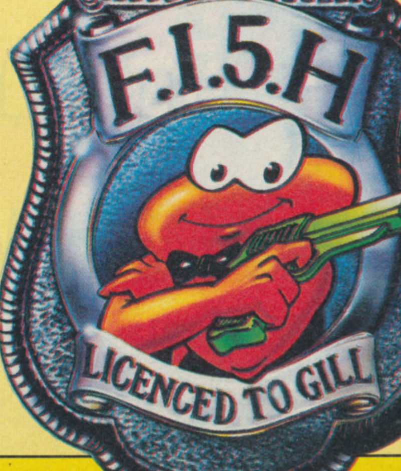
We're giving away free memberships of the Cartoon Time Club to five people who can tell us which bearded Aussie hosts ITV's *Rolf's Cartoon Club*. Send your answers to this pathetically easy question, to: That'll be Rolf Harris Then, *Commodore Format*, 29 Monmouth Street, Bath, Avon BA1 2BL to arrive before November 5th.

THALAMUS EUROPE FAN CLUB

A fiver gets you a newsletter every two months. This contains details of all Thalamus' new releases plus hints and tips for a vast number of their games. The hints section is written by none other than *CF*'s own Warren Pilkington, so you can be sure that they're both accurate and plentiful. And some of the POKEs would seem to have been sent straight from silicon heaven.

There are details of the Thalamus Hotline, which gives you up-to-the-minute info on the latest games. You can even leave questions for the company to answer. The newsletter also runs exclusive competitions and gives you the opportunity to order watches and keyrings at low, low prices. Or you can purchase a high-quality T-shirt emblazoned with that vaguely disturbing logo (what does this ink blot remind you of?) for £7.99. Copies of games from Thalamus' extensive back catalogue are also on offer, so if you're having trouble hunting down *Retrograde* or *Heatseeker*, join the club!

The whole caboodle comes in a rather snazzy Thalamus folder, and

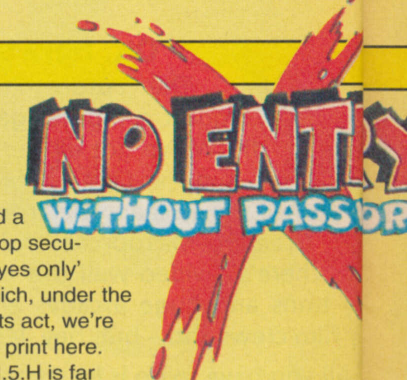


F.I.5.H. – THE JAMES POND CLUB

Everybody knows that James Pond is one seriously cool secret agent (despite the silly way be dances). But now you can be like him in a variety of ways.

F.I.5.H is more than just a fan club. It's a fully-fledged secret agent society. When you join, you get a massive file, packed with information and documents, including a neat identity card, loads of stickers, secret codes, secret missions, a *James Pond* board game, a special decoding ruler and tons of mission details, secret messages and a whole pile of top security 'for your eyes only' paperwork which, under the of*fish*ial secrets act, we're not allowed to print here.

Joining F.I.5.H is far more than just subscribing to a newsletter. You can swap the codes with your friends, carry out the missions supplied and generally indulge in a lot of spy-type activities. Tthe way to get



YOU'RE A FAN?

although you get a satisfyingly substantial sheaf of paper, it's all loose-leafed. This has the advantage of allowing you to file the pages however you want, but in a strong wind they fly everywhere.

To join the Thalamus Fan Club (or simply to get more information) write to Thalamus Europe, Unit 25, Riverside Business Centre, Victoria Street, High Wycombe, Bucks HP11 2LT. Or try your luck in our……

THALAMUS FAN CLUB COMPO

Yes, five lucky *CF*-reading hominids can win free membership to the TEFC simply by sending the answer to the question below on a postcard to: Ah, But A Diablo's Faster, *Commodore Format,* 29 Monmouth Street, Bath, Avon BA1 2BL. It should arrive before November 5th.

The programmer of Thalamus' *Arsenal* is called John Ferrari. What is the fastest road-going Ferrari called? (A clue: it's not a name as such).

ZEPPELIN AIR CREW CLUB

CF special offer

Although it's quite a new club, the Air Crew has already had a remarkable response. People from all over the world have joined in their droves (whatever a drove is).

Membership for the Air Crew usually costs £7.99 in this country and £8.99 overseas (but have a look at the box below if you want to make a serious saving). The fee entitles you to receive a bi-monthly magazine packed with news, hints, tips, special offers on software and loads of silly characters being silly and doing silly things. These characters, incidentally, are drawn by one of the guys who works for *Viz* (and, *yes*, we do,mean as an artist, not a cleaner or something).

You also get a rather posh gold plastic membership card when you join the Air Crew. It enables you to buy stately homes and get in to horrendously expensive restaurants in London. (*No it doesn't – Ed.*) Well it looks like it should. And finally you receive an A4 membership certificate, entitling you to sit in during meetings of the United Nations Security Council. (*I'd like to see you try – Ed.*)

The other bonus with this club (as with most of the others) is that you get to hear about up-coming products long before they hit the shelves in your local software shops. In fact, you probably learn about them at the same time we do at *CF*. (Just don't get any ideas about starting up a magazine, right!)

AIR CREW SPECIAL OFFER!

If you want to join the Air Crew, you've bought the right magazine. Zeppelin are running an exclusive offer in *CF* whereby you can become a member for the ridiculously low price of £4.99. Simply send your name and address, plus the token above and a cheque or PO for £4.99, made payable to Zeppelin Games, to: Air Crew, *CF* Offer, PO Box 17, Houghton-le-Spring, Durham DH4 6JP.

the most out of the club is by joining with a couple of friends. And if you can recruit them, you've completed the first mission!

There are dead classy competitions to enter, plus offers on *James Pond* sweatshirts, T-shirts, caps and other wear-gear. Yes, F.I.5.H is not just a club; it's a way of life. And you do get tons of interactive, high quality stuff in your secret dossier.

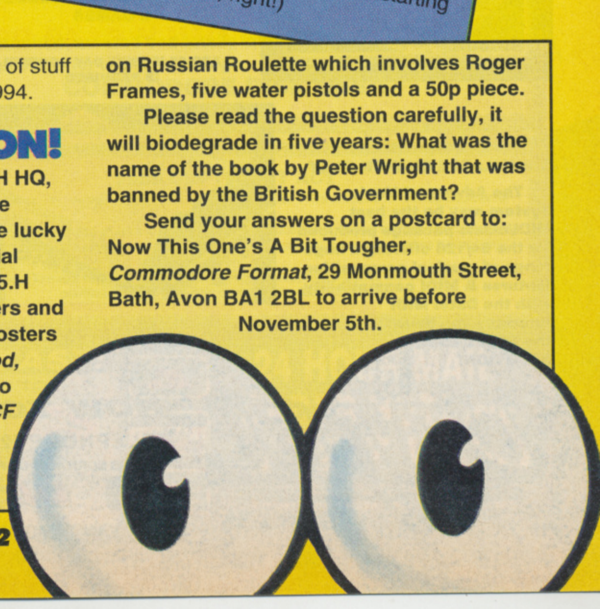
To join F.I.5.H, and help the struggle against the evil spymaster, Dr Maybe, send off for a recruitment form (you have to be vetted, you see) to F.I.5.H HQ, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire PE17 4LF. Enclose an SAE to speed up the whole process. It costs £8.95, but you get a massive amount of stuff and you do remain a member until 1994.

F.I.5.H COMPETITION!

Owing to a Stalinistic purge at F.I.5.H HQ, five vacancies for secret agents have become available to *CF* readers. Five lucky winners, prepared to sign the of*fish*ial *sea*crets act, will be sent the full F.I.5.H documentation, membership numbers and everything else. There are also 50 posters of *RoboCod* for 50 runners-up. (*Good, that's one each – Ed.*) All you have to do is answer this question, set for *CF* exclusively by Interpol™. The winners will be chosen by a variation on Russian Roulette which involves Roger Frames, five water pistols and a 50p piece.

Please read the question carefully, it will biodegrade in five years: What was the name of the book by Peter Wright that was banned by the British Government?

Send your answers on a postcard to: Now This One's A Bit Tougher, *Commodore Format*, 29 Monmouth Street, Bath, Avon BA1 2BL to arrive before November 5th.



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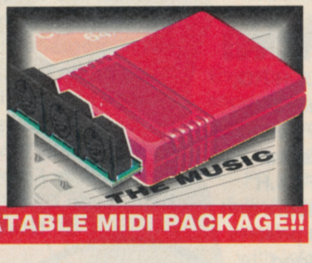

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ARVI b

FLIX STiX

Christmas is coming and the goose finds itself calorifically challenged. But stuff goodwill and get yourself a spanky new joystick. James Leach looks at the trendiest uppy-downy sidewaysey shooty things around...

There was a time when a joystick looked like a joystick, butter was a penny a ton and going to the cinema was free. But all that's changed. The latest crop of Cheetah sticks to hit the streets before Christmas look like, well they look like characters from TV and films, actually. This might explain why they're called 'Characteristicks'.

BATMAN: THE CARTOON

The recent start of a new *Batman* cartoon on ITV on Saturday morning has meant that loads of people are becoming fans of the original fellow, as well as Michael Keaton's obviously popular Dark Knight.

Underneath that no-nonsense exterior, Batman has eight directional controls, a highly sensitive fire button and is strong enough to withstand a serious amount of punishment. And it does look amazingly like the one in the cartoon (or so I'm told – you don't expect me to be up that early at the weekend, do you?).

BATMAN RETURNS

Those recent *Batman* films were just so excellent, it'd be a shame for Cheetah to miss the opportunity to make a joystick of the new Batman as well. So they have. It's distinctly different from the cartoon version (they haven't just used the same model and painted it black). The joystick underneath is the same (it's standard throughout the Characteristick range), so you don't have to worry about quality.

ALIEN^3

She's mean, she's lean and she looks like a runner bean. Well you try rhyming something with 'een' that sounds scary. Anyway, the hideous female alien scourge of Sigourney Weaver is also available in the Characteristick range.

The big, long head makes this one of the easiest sticks to control when you're doing fine movements, and the evil, matte finish captures the drippy, revolting look of the creature in the film pretty accurately.

TERMINATOR 2

If you peeled back Arnie Schwarzenegger's head, this is what you'd end up with – the endoskeleton of the Cyberdyne Sytems Model 101. The head is a faithful copy of the robot in the movie, and should suit you down to the ground if you like a joystick you can really grip. How comfortable this 'stick (and, in fact, all the models in the range) will be after a long bout isn't yet clear, but it's certainly impressive when you first see and use it.

BART SIMPSON

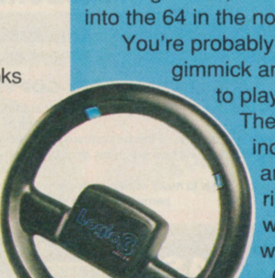
What with one Bart game out at the moment, and another on the way at Christmas, true fans shouldn't be without this stunningly-lifelike joystick. To use effectively, you simply grasp the chap around his neck and yank him around. As well as beating the game (with luck) you'll have the added satisfaction of having strangled the life out of Bart Simpson.

It's another well-designed one, this. The only problem might be his spiky little haircut, but you'd have to be pretty weird to hold your joystick up that high anyway.

- All the joysticks cost £12.99 and are in the shops now (though not some shops – Dewhurst's the Butcher's, for example). Contact Cheetah at Cheetah House, Bedwas Business Park, Bedwas, Gwent ☎ 0222 867777.

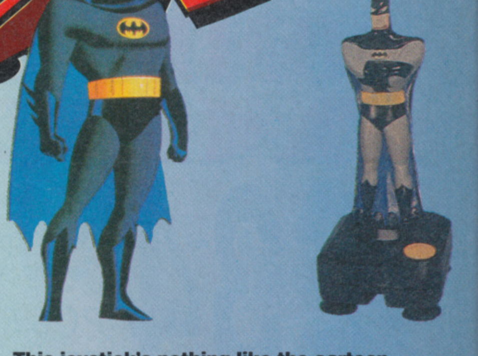
FREEWHEELIN', FRANKLY

If you're after something a bit more, well, weird, check out the Freewheel by Spectravideo. It's a steering wheel, it's a joystick and it plugs straight into the 64 in the normal nine-pin port.

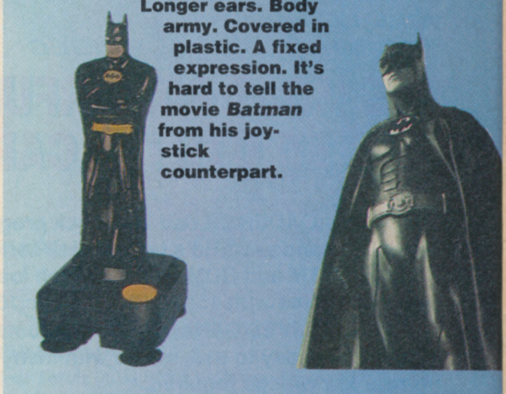


You're probably thinking that it's a complete gimmick and rather pathetic when you try to play with it, but this isn't the case. The Freewheel works very well indeed. Flying and driving games are the most obvious beneficiaries, but it'll work just dadndy with whatever type of game you want to try it out on.

Contact Spectravideo at Unit 27, Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex, HA0 1NU ☎ 081 902 2211 and someone will answer it.



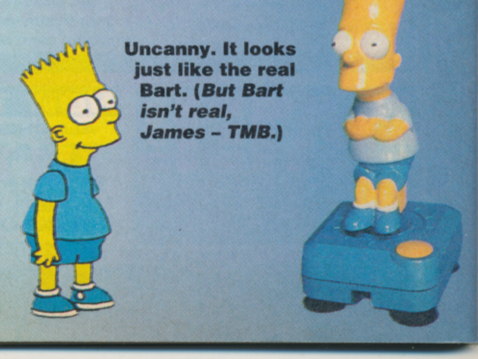
This joystick's nothing like the cartoon *Batman*! It's got a third dimension, for a start!



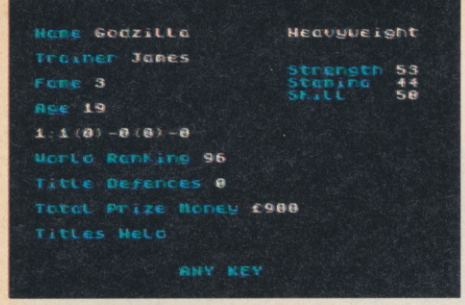
Longer ears. Body army. Covered in plastic. A fixed expression. It's hard to tell the movie *Batman* from his joystick counterpart.

The *Alien* joystick, is for some reason, shiney black. It must be based on that bit in the film where... (*Don't give the plot away! – Ed.*)

If you want to get ahead, get the *Terminator 2* joystick. It has more expressions than the flesh and



Uncanny. It looks just like the real Bart. (*But Bart isn't real, James – TMB.*)



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Name Godzilla                Heavyweight

Trainer James
                             Strength 53
Fame 3                       Stamina  44
                             Skill    50
Age 19

1:1(0)-0(0)-0

World Ranking 96

Title Defences 0

Total Prize Money £900

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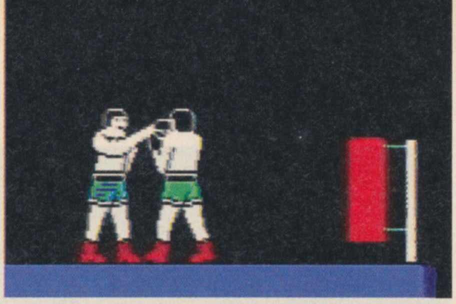
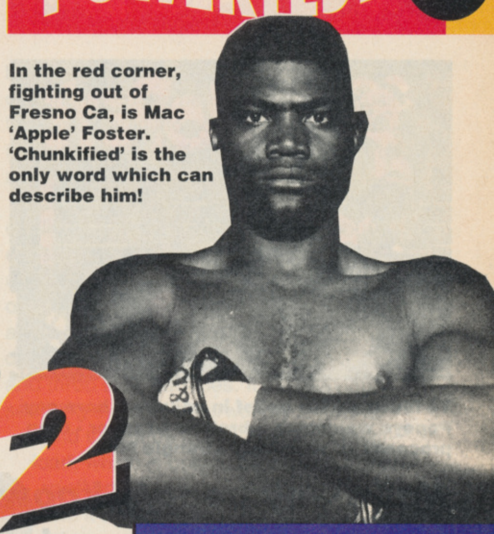
You can check out the full statistics on your boy. He may be hopeless, but at least his mother's proud of him.



The lad Leonard releases a straight right to the head of his puny opponent. Teeth fly, brains rattle and everybody in the auditorium goes 'ooh!'.



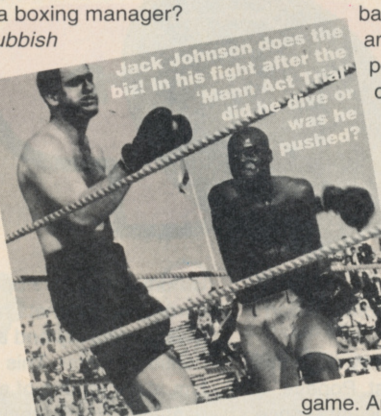
In the red corner, fighting out of Fresno Ca, is Mac 'Apple' Foster. 'Chunkified' is the only word which can describe him!

BOXING MANAGER 2

After years working in a Tyneside cardboard packing factory my Uncle was promoted. Did this make him a boxing manager? (*That's a rubbish joke, James. Shut up for ever – Ed.*)

Um, yes, anyway, here's a boxing management game with the odd exciting bit thrown in. You get to train your boy, look after the financial side of things and make sure he's got a load of lucrative fights lined up.

The fun doesn't stop there. You can actually take control of your man in the fight. Using a joystick, you can put together combinations of blocks, low strikes, guards and the classic 'very-hard-face-punch' itself. There are two meters which measure the fitness levels of the boxers. Every smack depletes the energy levels, while every lull in the fighting gives them a chance to build back up. There are three rounds and, if you do well, you can win on points. If you do *really* well, you can even knock out the other guy.



Jack Johnson does the biz! In his fight after the 'Mann Act Trial' did he dive or was he pushed?

So guess what? It's really rather good. The management and training sections are pretty standard; certainly no worse than other games. But the boxing bits lift *BM2* that bit higher. Sure, we're not talking about a high-class, whizzy graphics fight simulator but they're lot better better than you'd expect in this type of game. And if you don't like using the joystick for the fighting bits, there's an option to just play the management game and let the fights sort themselves out in front of your eyes.

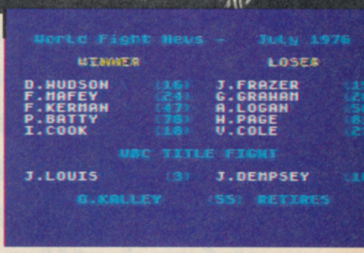
As with most games of this sort, there are strength and stamina ratings for all the participants. You have to assess the calibre of your opponents before selecting a bloke to take on. Slowly you should be able to work your way up through the world rankings.

The fighting itself is pretty simple. You have four basic moves, and only two particularly effective punches. This limits the number of moves you can try in the fights. You must also remember that the boxers are graded on how they perform throughout each bout; you might come out with a higher strength rating at the end of the round, but be marked down because you had your face well and truly punched earlier on. If you're really determined to take that World Heavyweight title, it's probably best to let the computer handle the fighting and concentrate on getting the skills and fitness of your guy as high as possible.

There are three skill levels, options to change the names of everybody involved, titles to win and loads of other details. The game runs as fast as a stoat in a hurry, too. All this is good news for management games, because, let's face it, they haven't got a reputation which puts them up with the *Creatures 2*s of this world.

Boxing Manager 2 is a good bit of pugilistic enjoyment. The fight sequences aren't bad and the rest of the game fairly engrossing. It is primarily a management game, though, so don't expect a cross between *Streetfighter 2* and *Sim City*.

JAMES LEACH



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World Fight News -    July 1976

     WINNER                 LOSER

D.HUDSON      (16)   J.FRAZER
F.MAFEY       (24)   G.GRAHAM
F.KERMAN      (47)   A.LOGAN
P.BATTY       (78)   H.PAGE
I.COOK        (18)   V.COLE

          WBC TITLE FIGHT

J.LOUIS        (3)   J.DEMPSEY

     G.KALLEY       (55) RETIRES
```

After each series of fights, the winners and losers are dis-played. It's a good time to pick potential bods to bash about.

IAN CYCLOPEDIA INVESTIGATES TRAINING

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

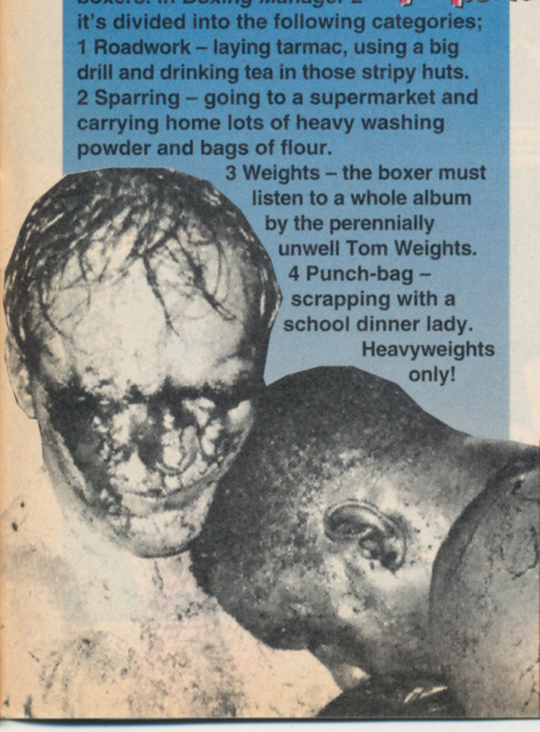
Training is very important for boxers. In *Boxing Manager 2* it's divided into the following categories;

1 Roadwork – laying tarmac, using a big drill and drinking tea in those stripy huts.

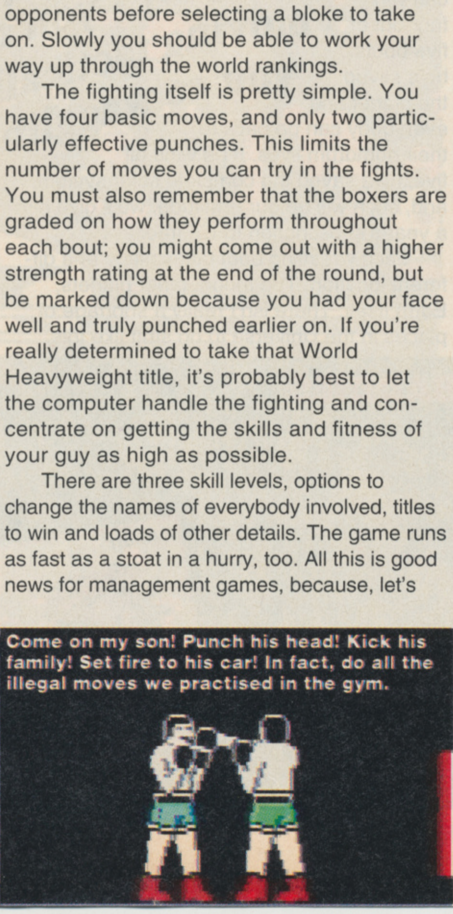
2 Sparring – going to a supermarket and carrying home lots of heavy washing powder and bags of flour.

3 Weights – the boxer must listen to a whole album by the perennially unwell Tom Weights.

4 Punch-bag – scrapping with a school dinner lady. Heavyweights only!



Come on my son! Punch his head! Kick his family! Set fire to his car! In fact, do all the illegal moves we practised in the gym.



Game	**Boxing Manager 2**
Publisher	**D&H Games**
Cassette	**£3.99**
Disk	**Not available**
Release	**Out now**
Contact	**0462 816103**

POWER RATING

THE DOWNERS...

- Taking control of the boxer during fights isn't as much fun as it looks.
- It's tough, even on easy levels.
- The joystick isn't used during the menu selection sequences.

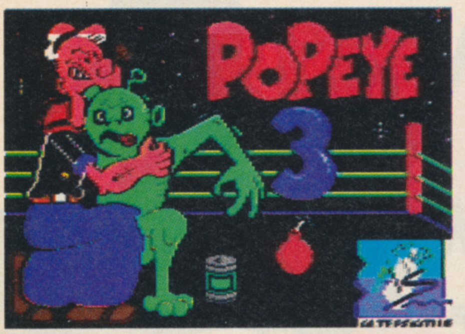
100

76%

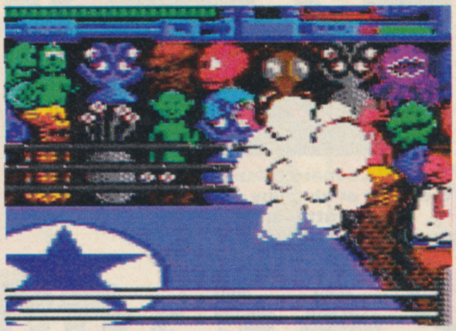
0

- **Loads of detail on every aspect of the boxing world.**
- **You can customise your boxer's, manager/trainer's and opponents' names.**
- **There are three skill levels.**
- **The computer can do the actual fighting for you if you don't want to bother.**
- **It's faster than many similar games, and thankfully doesn't store up keypresses.**
- **It's great to see graphics in a game like this!**

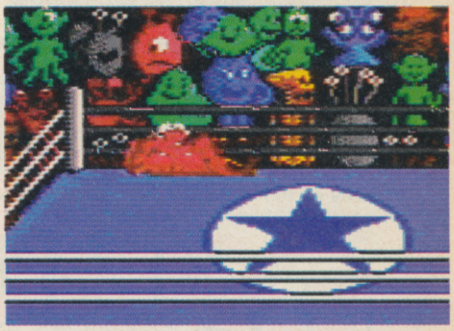
...AND THE UPPERS



To illustrate his belief in universal harmony Popeye welcomes a brother wrestler - then proceeds to sportingly strangle him!



Eating spinach is a seriously god idea - it does this to you! Somewhere in that mess, Popeye is pounding an alien's head in.



Pinning is the key to winning (as my nan used to say). And here Popeye puts that wise advice into practise.

Not many people know that Popeye is a bit of wrestler. Sure, he chucks Bluto around, but he never seems to take grappling too seriously. Let's all hope he's been taking lessons on the quiet though, as there's a lot riding on his next few battles - like the future of the Earth!

POPEY

Well let's get a few things sorted from the start. In this game, it appears that Popeye is out of his league. He's not just scuffling with Bluto over Olive Oyl. Not at all; he's actually fighting to save the world (nay, the entire solar system).

Popeye has suffered one of those annoying events that happen to everyone occasionally. He's been kidnapped by some aliens. Doh. Anyway, these aliens are called Kraggs. Don't ask why. They wish to take over the Universe, as most aliens do. But being incredibly cunning, these aliens have decided to find out which planets are the easiest to beat, so they can take them on first (*obviously smart guys - TMB!*).

Obviously there's only one way to do this. An intergalactic wrestling contest. Popeye has been selected to represent Earth (hence the abduction). Why Popeye was chosen is a mystery, as he's only got one eye. But if he can win four out of five bouts, he's saved the planet and everybody can go back to their humdrum lives. If he wins all five, he's saved the complete solar system and, such will be our gratitude, we'll give him a year's subscription to *CF* free.

Each wrestling bout takes place at a different location. The moon, other planets, Earth itself. There isn't really a shortage of places in the Universe to do stuff like this. Unfortunately for Popeye, some of the planets have massive gravity and air as dense as water. This puts him at something of a disadvantage. Luckily, though, he's got spinach and his friends to support him.

On with the game itself. The aim is to pin the opponent (be it alien, humanoid or just repulsive sponge-creature) to the canvas. Once you do this, a count-down starts and you must try and keep the fellow held pinned cleanly for three whole 'Earth' seconds.

There are two styles of gameplay - you're either moving tactically or you're waggling like mad.

Bluto or Brutus that is the question! Who knows?

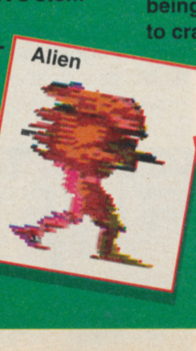
THE BADDIES

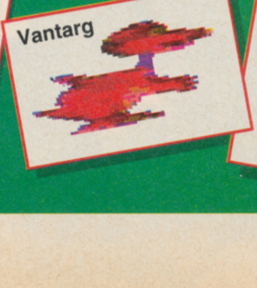
Popeye goes up against some fairly unusually folk in this game, bods like...

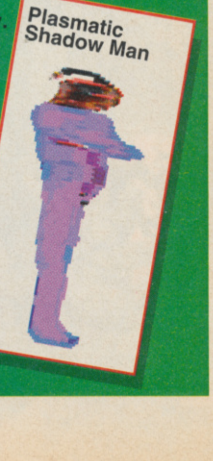
1. Alien - Straight from John Hurt's stomach, this fellow is strong but not particularly fast. It's possible to kick him pretty severely, too.

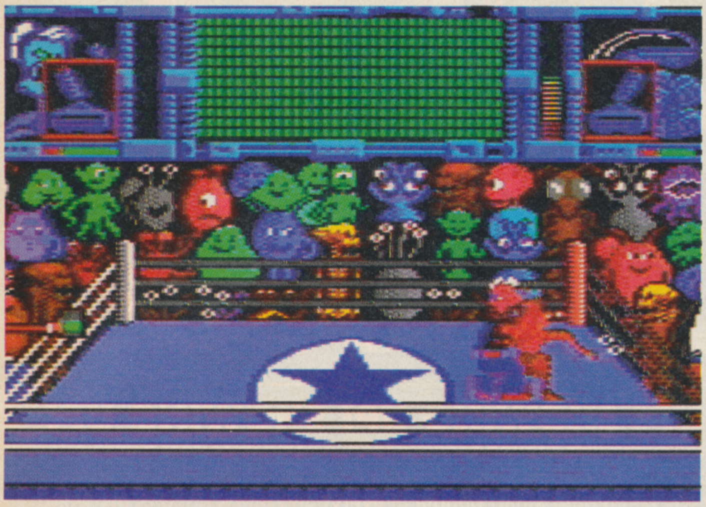
2. Vantarg - A sort of cross between a duck and a small dinosaur, this chap uses his low centre of gravity as a sort of club with which to beat Popeye senseless (*eh, wos that? – Ed*).

3. Plasmatic Shadow Man It's a bit tough to see this guy, mainly due to his, er, invisibility. He is immensely fast as well as being dead strong. A hard nut to crack, in other words. Can Popeye cope? Probably not!


Alien


Vantarg


Plasmatic Shadow Man



First you must go for the headlock, and only then can you get a fall, or a knock-out or whatever they call it. Then you can try for a pin.

YE 3

Sounds clear enough, but things start getting a bit more confused when you come up against hideous other-worldly creatures which have their own special moves, abilities and strengths. So it comes as a bit of a relief when Olive Oyl and Wimpey start handing spinach and hamburgers into the ring. Popeye can collect these and get a much needed energy boost.

But there had to be a downside, didn't there? Yes, that mountain-sized ruffian Bluto is also present at most of the bouts. His evil little trick is to set bombs which explode at the struggling Popeye. Boo, hiss and so on. Luckily Popeye can steer his opponent into the path of the bombs (using a tactical combination of skill and luck). This means that the baddies can also collect the nosh that Wimpey and Olive hand out.

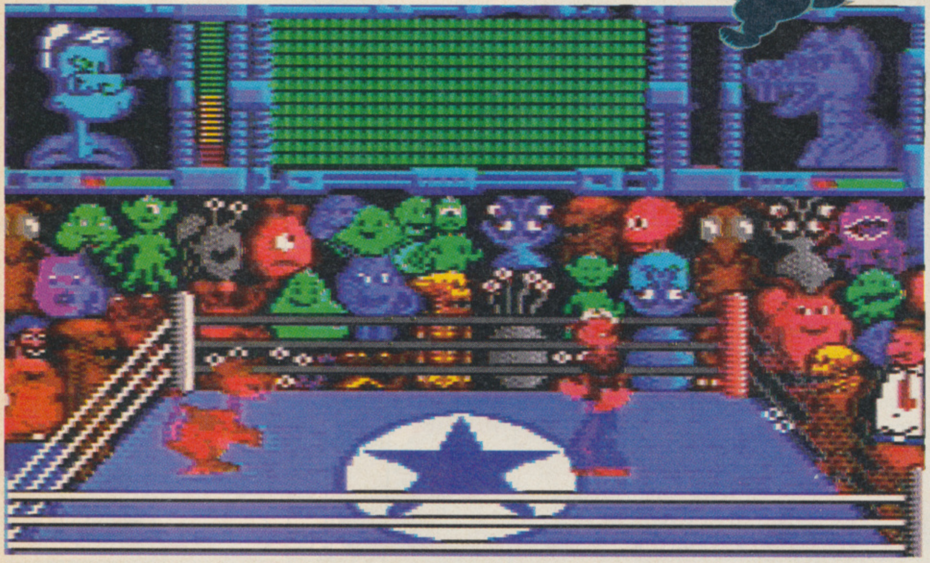
Watching all this is a massive collection of aliens. They all look a tad weird, but what doesn't come across on the grabs here is the amount of movement. As Popeye and his opponent chase each other around the ring, all the creatures watching move up and down, from side to side, wiggle their eyes and throb their earlobes. It's a heaving, seething mass of otherworldly lifeforms.

And the game itself? Well it's a multi-load, which is only to be expected, with vastly different aliens to find in each bout, and it's pretty good. There are two styles of gameplay - you're either moving tactically around the ring, trying to get food and spinach, or you're waggling like mad to get a headlock or a pin.

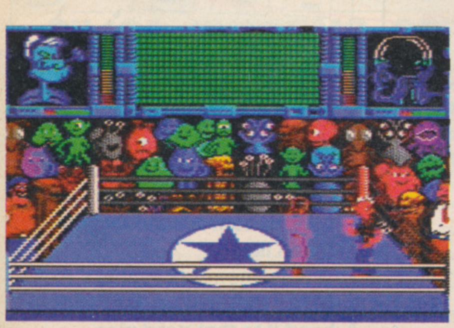
Popeye 3 is also a bit of a challenge. You might beat the first two opponents on the first day, but you won't beat the third. There are a load of spectacular moves done by the aliens, and you've got to be quick and have a very waggle-able joystick.

Popeye isn't earth-shattering, but it's great fun and really gets you involved. You'll knacker your hands waggling for all you're worth. It's a lively, humorous game too. If you don't laugh at Popeye beating up Alien, you're too miserable. Lighten up.

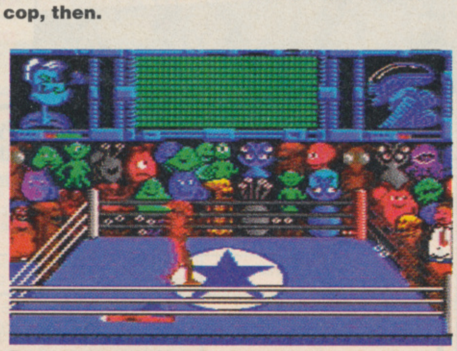
JAMES LEACH



The Vantarg dinosaur/chicken thing moves in for the combat which will decide the fate of worlds. So it's good to hear that he's not much cop, then.



Here is the famous invisible Plasmatic Shadow Man. Where? Well sort of over there. To the left a bit. There!



Popeye hasn't fared too well this round. The alien seems to have used the little known "I've acted with Sigourney Weaver" ploy.

Game	**Popeye 3 - Wrestlecrazy**
Publisher	**Alternative**
Cassette	**£3.99**
Disk	**Not available**
Release	**Out now**
Contact	**0977 797777**

POWER RATING

THE DOWNERS...

- The graphics of the grappling are sometimes difficult to see.
- The waggling can really wreck your hands (and joystick).
- Not really enough foes or moves.
- One loss and it's game over.

100

74%

0

- **It's action from the word go.**
- **There's a great Popeye tune, as you'd expect.**
- **The spectators are totally crazy, and they all move.**
- **Nice animation, especially when Popeye bounces on somebody's head.**
- **Collectables such as spinach and burgers do make a major difference.**
- **The bouts start off easy but get real tough. So it's got that 'have one more go' feel.**

...AND THE UPPERS

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ABC 60,045 Jan-Jun '92
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NEXT MONTH

SHOWING UP! SHOWING UP! SHOWING UP!

Just a briefish Next Month this time around because there's some important news you just have to know about (see below). The next stonking issue of *CF* will be in the shops 19th November and it will be another smart bundle of everything that's good in the world of the C64! On the tape there'll be some major demos of the biggest games heading your way this Christmas and the full games *Deflektor* and *Alternative World Games*. Sitting above that will another of our special second tapes. I can't say what it is yet – it's a surprise - but I can say that it will be something a bit spiffy.

Inside there'll be part two of the Apex programming series on the creation of a Corker, all the latest reviews, previews and the very best features ever seen in a computer magazine. Miss *CF*27 and your C64 will never talk to you again!

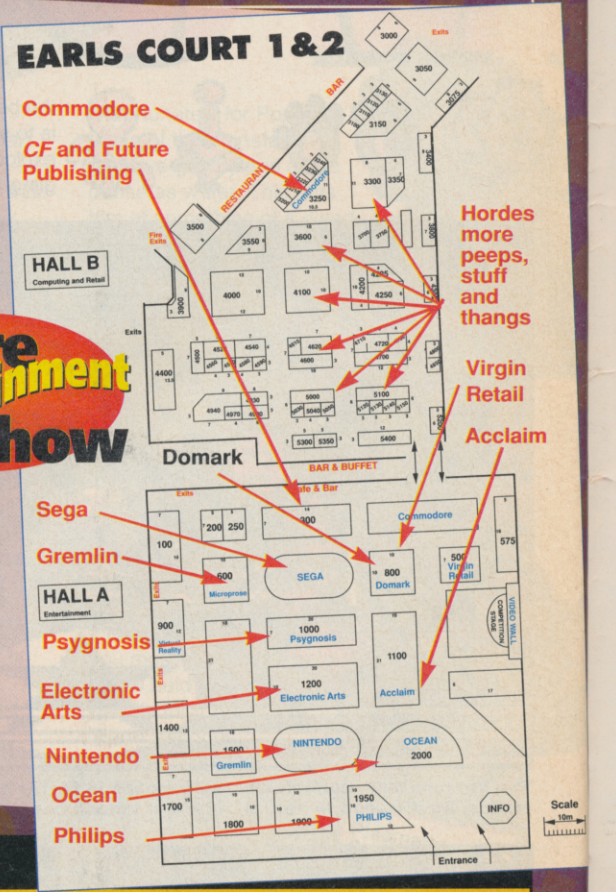
'FES'TIVAL TIME

If you're a computer games fanatic then there's one event you can't afford to miss – the Future Entertainment Show.

CF and the rest of Future Publishing's market-leading computer games magazines, the cream of the software industry plus a host of hardware manufacturers will be there. If you want to see the latest games, the latest machines and loads of special events then toddle along to Earls Court on 5th-8th November for a jaw-dropping, eye-popping computer extravaganza.

The Future Entertainment Show

Over 100,000 people will be flocking to the show and there won't just be stunning static displays to oggle at. Oh no sir. There will be massive video walls, question and answer sessions by us lot at Future and the finals of the National Games Championships which will be being recorded for TV transmission on ITV's new computer show *Bad Influence*! For full details of when, where and how much, see the smart ad, featuring *CF*'s very own Lisa Nicholls (and a false arm!) on p.56.



IT'S AN EASY LIFE!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the November issue, on sale from Thursday 15th November 1992. Cheers m'duck.

MY NAME________________________

MY ADDRESS_____________________

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Although *CF*27 comes out on the 19 November, you'll probably still be tired and fatigued after such a hectic time at the FES (plug, plug). So you won't want to hunt around looking for an issue.

The answer is simple – just fill out the coupon (left) and hand it to that dead nice newsagent person and they'll save you a copy. Hurrah!

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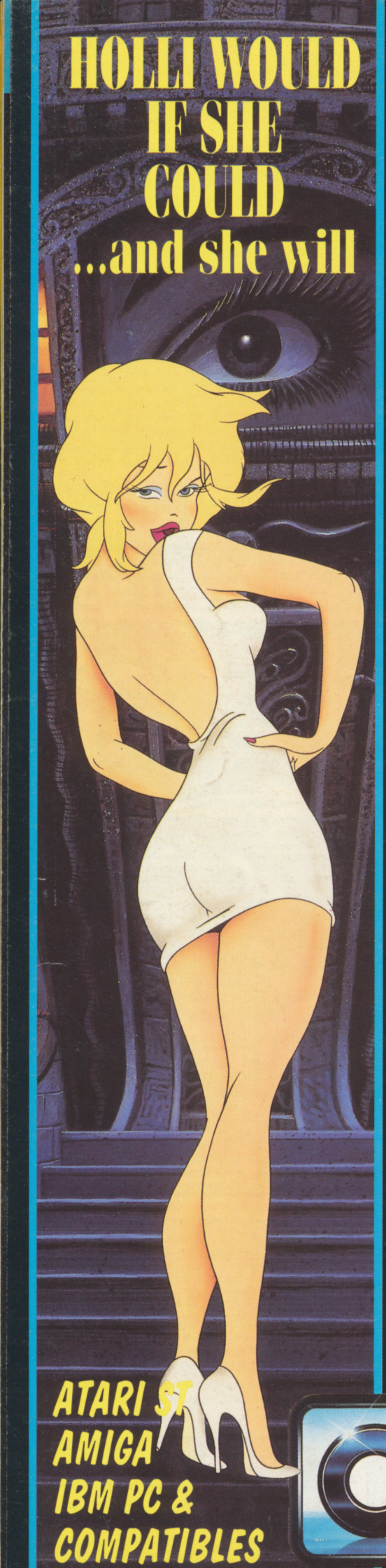
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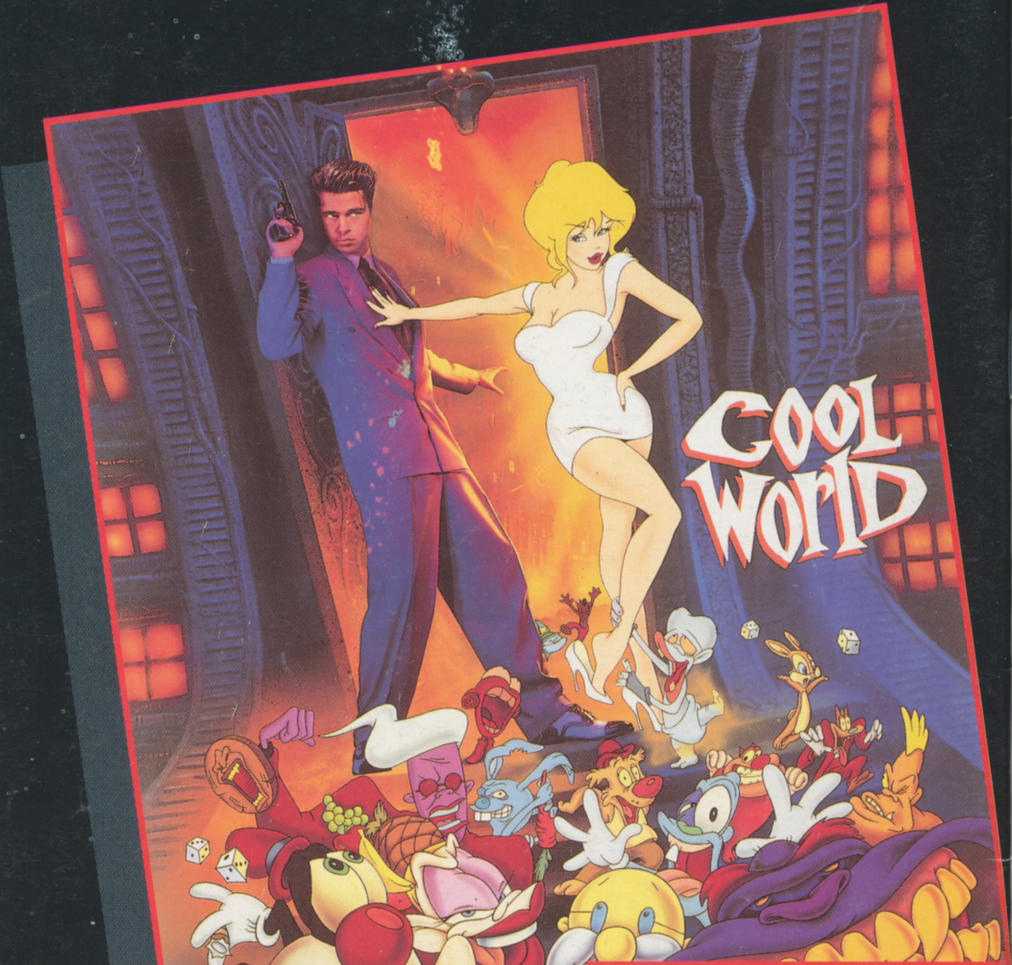

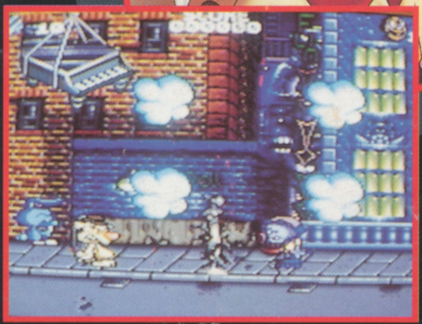

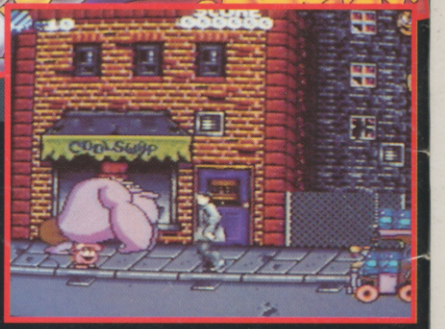

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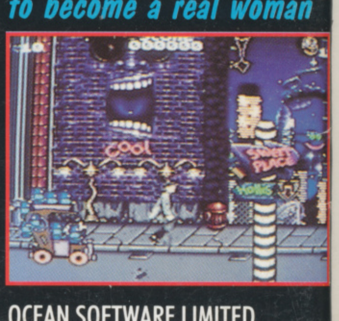

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